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Cover artist Todd Lockwood captures the spirit (and the color) of Gary Leach's Shanodin Dryads, which will be included in the *Classic* (Sixth Edition) set. Lockwood also created Slow Motion from *Urza's Legacy.*

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MARK MY WORDS



A Clean Sweepstakes

HIS MONTH I'D LIKE TO FILL YOU ALL IN on something cool the *Duelist* is doing. Not that we don't do cool stuff every month, but this one is cooler than usual. It's called the *Duelist* Sweepstakes and here's how it works. You write your name, age, address, and phone number on a 3"x5" postcard and send it to us (The *Duelist* Free Magic Sweepstakes, P.O. Box 707, Renton, WA 98057-0707). If we pick your name out of the hat (and trust me, it'll be one big hat), you win the following:

FOUR COPIES of every Magic card printed for a year. This does not include premium versions of the cards (we're not made of money). For those of you scoring at home, that's every card from every expansion of every Magic product for a full year. Feel free to make proxies for old time's sake, though.

A TRIP for two to Seattle, Washington. And we're not skimping. This includes airfare and a hotel. Despite what you've heard, this is a pretty cool city. Okay, it rains a lot, but we make one heck of a cup of coffee. AN EXCLUSIVE TOUR of Wizards of the Coast. You get a chance to see where it all happens: R&D, Art, Continuity, even the desks of the editors of the Duelist. I'd like to acknowledge up



front that my desk is a mess. A VIP PASS to the October 1999 Prerelease Tournament at the Wizards of the Coast Game Center. If you haven't seen the Game Center, you're in for a treat. We're talking 30-foot tall Hurloon Minotaur—and that's just when you walk in the door. FINALLY—\$500 CASH (and we've already given you all the Magic cards you'll need). Just try not to spend it all at the Game Center.

(For the nitty gritty details and the fine print, see p. 66.)

Since not everyone can win the Grand Prize, we're also giving five first-place winners a **booster box of each Magic expansion for a year**. Not too shabby, huh?

The sweepstakes will continue for three more issues, but don't delay sending in your entry (anyone who subscribes during the sweepstakes gets

entered automatically). Kudos to those sharp readers who read about this sweepstakes last issue. See—it pays to read the ads.

Free sweepstakes. Big prizes. Need I say more?

Mark Roser

MARK ROSEWATER Editor in Chief

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DÜELIST VOLUME 6, ISSUE 5 (ISSN #1082-8621)

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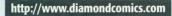
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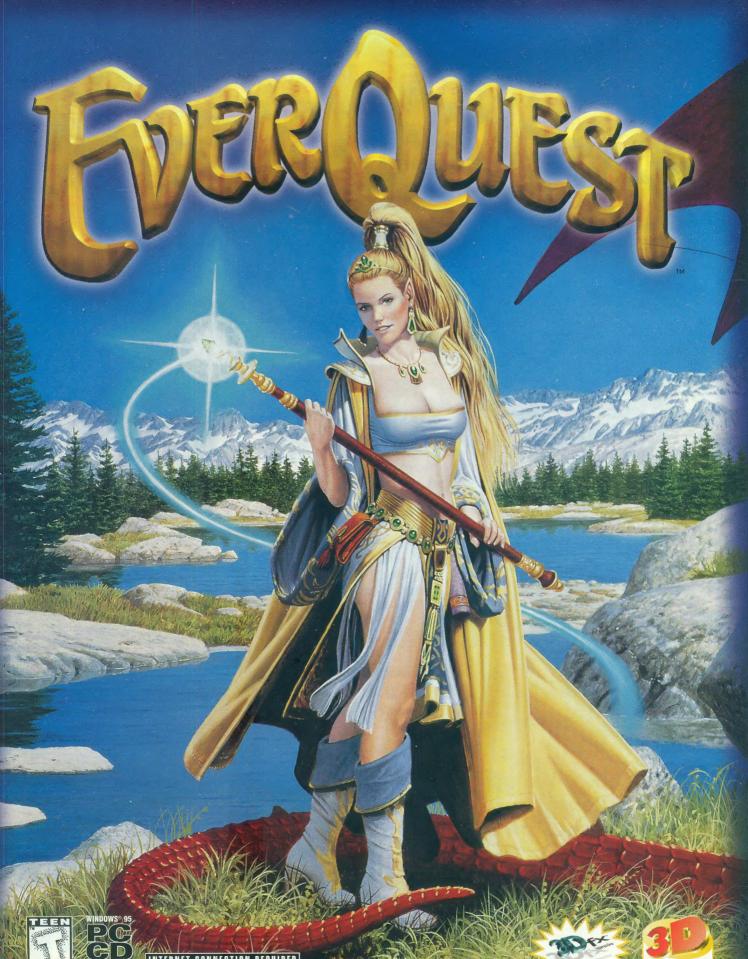


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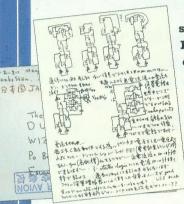


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If you want to discuss the Duelist with other reads join the Duelist email discussion list (duelist!). For more information about the list, see the Magic resources page on the Wizards website: www.wizards.com/Magic/MTG/Resources.html

Postcard of MYSTERY!

This showed up at our subscription fulfillment house down in Escondido, California. Damned if we know what it says, although it appears to be in Japanese. For instance, these diagrams here: Are they street directions? A dungeon map? Technical schematics for the Sega Dreamcast? Why does the postcard bear the same greeting in Japanese, German, and English? WHY?



We have no freakin' idea, so maybe you can help us out. If you can read this note, decipher these "schematics," or answer to the name "Schlemiel-Who-Sent-In-This-Weird-Postcard," please write to us (um, in English). It's your chance to help us get a clue.

Now, on to more tasty letters from exotic lands....

BRYAN OUT OF MACEDONIA

I'm writing to anyone who can help us out here in Macedonia. We are the U.S. soldiers of C Company, 1/18th Infantry Unit, who are deployed here on a peacekeeping mission. We are deployed here for six months and have no way to get Magic or *Doomtown* cards! There are many soldiers who play both card games, but the few decks that we brought with us don't support all the new players we are getting. We would love to play tournaments but just don't have the assets. We love

THE SHANODIN DRYAD'S HUBBA-HUBBA MANA HUNT

hat do you get for the Dryad who has everything? No, not a robe, you wag, you. You get 'er some off-color mana! Win a display box of *Urza's Legacy* boosters by finding this offcolor mana symbol I hidden in this issue of the *Duelist*. Send a postcard telling us where you found it to: *Duelist* Hubba-Hubba Mana Hunt—#37, P.O. Box 707, Renton, WA 98057-0707. Only postcards will be accepted as legal entries. The winner will be randomly selected from all correct entries. Postmark deadline is May 3, 1999. Remember, the symbol must match this one I exactly!

> Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

your magazine and you have many subscribers out here.

Is there any way you guys can help out the U.S. army and get us some cards? We would be very grateful if there was anything you could do. I've addressed this letter to [former *Duelist* editor and still-frequent contributor] Scott McGough because I really enjoyed his [**Deadlands**] article "A Shootable Feast" (*Duelist* # 33). Maybe you or he could help us. We don't have anywhere else to turn. Please help fast.

Thank you, Bryan West Camp Able Sentry Somewhere in Macedonia

NO PROBLEM! Hope you like the display box of Urza's Saga cards and the other loose Magic riff-raff I tossed into that package. And before anyone gets confused, I went and looked up Macedonia (which sounded somewhat biblical to yours truly) and found it nestled down there between Greece and the former Yugoslavia. Stay safe, troops!

FUNNY, WE DIDN'T EXPECT THE SPANISH INQUISITION

You people make me sick. It's bad enough that your people in the "Deck Clinic" go and trash people's decks (I've seen them totally change the decks to the point where they are not even in the same category!), but your constant slamming on *InQuest* is just unbearable! You guys stole all the main areas from them: computer game comparisons, card lists (your Oracle, their



On the Cover

Our cover artist, Todd Lockwood, comes to us from the icy fields of Siberia (the name of the artist's workshop deep in the bowels of Wizards of the Coast). Todd's work shows up mainly on TSR products in the Ravenloft, Forgotten Realms, and Dragonlance campaign settings and in DRAGON Magazine. However, Todd was recently "discovered" by Magic art directors and you will see more of his work on future Magic cards (like Slow Motion in Urza's Legacy). Todd works from live models found in the halls of Wizards of the Coast. Don't you wish you worked here?



player's guide-they were doing it first), and now a price guide! With you guys being a direct (what's the word I'm looking for...) subsiderary [I think the word you were looking for is "subsidiary"—Ed.] of WotC, it goes against their stated policy about getting into the secondary market, but then again, what with the other crap they have been doing (poor playtesting in Urza's Saga, trashing of the core rules in sixth edition) this really isn't a surprise.

Scott Jack scurry13@aol.com Butler, Pennsylvania

THANKS FOR WRITING IN, Scott! You might be surprised to learn that InQuest may well have stolen a thing or two from other publications. For instance, did you know that the "Price Guide" phenomenon not only dates all the way back to arcane hobbies such as "Comic Collecting" and "Baseball Cards," but also bears a frightening resemblance to a stock exchange report ?? I also hear InQuest has also been using a font that first appeared in a 1968 issue of Popular Mechanics and they even stole the concept of "page numbering" from the great Benjamin Franklin! It's an outrage, I tell you!

Anyway...what I'm trying to say is, the "original idea" is a very difficult animal to nail down. No, we didn't invent the price guide or player's guide any more than our competitors did. And as we state every month in the introduction to the Price Index, we take all of our information from independently reporting stores all over the country—meaning we are not getting involved in the secondary market any more than a newspaper that reports the stock quotes is meddling in the affairs of the stock market. We're simply reporting the facts we've collected.

We like to think that our friends over at IQ can take a little playful ribbing now and then (although I'm sure they're glad you're defending their honor), and from the number of mentions we get in those weird little photo-essay things they do, they obviously feel the same way about us. There's plenty of room in this crazy mixed-up world for both magazines. People might get the wrong idea due to those Texas-size Sumo Cage Matches at the GEN CON GAME FAIR every year, but it's all in good fun. To my knowledge, no one has lost an eve vet.

Until next month, be sure to keep that underwear un-bunched and your hands on your packs, everybody!

There's No "Team" in "Winner!"

TWISTED MANA HUNT OF DOOM-#34

The nefarious Gix sends his most painful congratulations to Scott A. Roth of Manassas, Virginia. Scott found the off-color mana symbol villainously concealed in plain sight on page 20 (on the Crown of Flames card). Just so we're clear, kids, Scott has won a whole display box of Urza's Saga boosters for the price of a postage stamp. So get down to your post office and enter this month's contest already! The longer you wait, the longer you'll be a big, fat loser. Unlike my man Scott.

OOPS!

In our last issue, we printed the production credits for the Urza's Legacy expansion (Duelist #36, page 29). Unfortunately, Shawn Carnes was accidentally left off the Game Design and Development list. We regret this error (especially after Shawn barged into our offices and threatened us with a sharpened salami).



"Just Shut Up and Keep Running. Macedonia's Around Here Somewhere."

> Comments? Questions? Lawsuits?

Send your thoughts to "Box 707" c/o The Duelist, P.O. Box 707 Renton, WA 98057-0707 or to <duelist@wizards.com>. Please include your name, address, and phone number for verification purposes. Letters may be edited for length and clarity.

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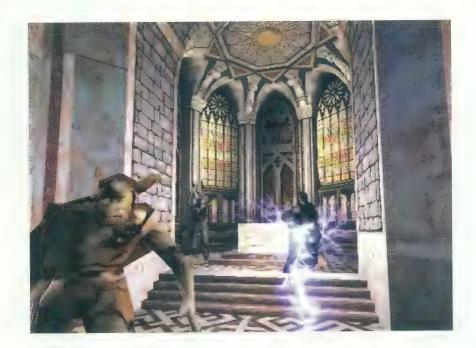
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For news that can't wait check the *Duelist* Online

or news and features that just can't wait until the presses roll, check out the *Duelist* Online at <http://www.wizards.com/ Duelist_Online/Welcome.html>.

Designed to supplement the print version of the magazine, the *Duelist* Online will feature articles from recent issues of the *Duelist* and exclusive stories only available on the website. For example, "Diary of a Shanodin Dryad," on the website now, details how hard it is to make it into *Classic* (Sixth Edition)—from a card's point of view.

The website is also designed for late-breaking news. Together with the European *Sideboard*, the

Pokémon TCG a Monster Success

The **Pokémon** trading card game is selling out all around the country, with families and children snatching up nearly 400,000 copies of the game in less than six weeks. Consumer demand is so great that the company is gearing up for a fourth print run after only six weeks on the market in order to keep store shelves stocked. The new game is selling 10 times better than Wizards of the Coast's initial projections.

"Consumers are flocking to our stores for the **Pokémon** trading card game," said Dena Dicandilo, buyer for Electronics Boutique. "Anticipation for Duelist Online covered every aspect of the Duelist Invitational as it happened in Barcelona, Spain. Magic fans worldwide

checked out the decks, the matches, and even the tale of the six-figure tab for the players' dinner one night.

Web surfers can also devour deck ideas and strategy tips from previous issues of the *Duelist*, including our most popular columns and features. Plus, the site features subscription information and links to the latest in news and events for Magic and other Wizards of the Coast trading card games.

the trading card game had been so great that we presold 50,000 booster packs before the first decks were even shipped."

The goal of the **Pokémon** trading card game is to collect, trade, train, and battle various monsters in an effort to become the world's greatest Pokémon trainer. The trading card game follows the Pokémon storyline as found in the Pokémon Game Boy game, the animated television series, and the comic books. Some Pokémon are more rare and/or powerful than others. Select ultra-rare cards have special holographic printing.

The currently available

Pokémon two-player Starter Set is followed by expert-level booster packs and theme decks. Each Starter Set contains two 30-card decks, one holographic card, 10 damage counters, a starter game guide and an advanced rulebook.

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Forward Steams

Wizards Announces DCI Sanctioning for Five Rings Games

Five Rings Publishing Group and the Duelist Convocation International (DCI) are combining efforts to improve the quality—and quantity—of sanctioned tournaments for Five Rings games like Deadlands: Doomtown, Legend of the Five Rings, Legend of the Burning Sands, Rage: Across Las Vegas, and Dune.

DCI support provides play-

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The tournament rules will

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Charge of the White Brigade

remain informal and fun, and special prize-support packages will still be provided to participating organizers. "The integration of Five Rings trading card games with the DCI tournament system allows FRPG to provide fans with an unrivalled play environment." Said Ed Bolme, brand manager for the **Deadlands** and **Rage** TCGs, "This decision not only supports our ongoing commitment to

decision not only supports ou ongoing commitment to develop quality games, but also strengthens the FRPG player community."

While many aspects of the original Five Rings tournament system will stay the same, organizers are no longer limited to one sanctioned tournament a month, and two types of player rankings are now available: a cumulative lifetime total and a highest-score total determined by the player's best six finishes annually.

Each player will have one DCI membership number, which can be used in any DCI-sanctioned tournament. Additionally, members of multiple fan clubs will still receive a specialized card for each fan club they join, but their membership number will be the same from card to card.

FRPG tournament memberships will be free of charge and will be available at any FRPG/DCI-sanctioned event. Players can obtain additional information on the new tournament system and FRPG/DCI membership by calling (888) 4-5RINGS, or by visiting the FRPG website at <www.frpg.com>.

Wizards plans expansion for AD&D Core Rules CD-ROM

Custom classes, character kits, and interior maps are in store for AD&D players who connect with an upcoming special expansion for the recently released AD&D Core Rules CD-ROM version 2.0.

The AD&D Core Rules CD-ROM lets users quickly create complex characters, full-color maps, and unique encounters, allowing them to spend more time developing the story and less time crunching numbers.

Scheduled for release in the fall of 1999, the expansion will: • Allow for the creation of custom classes including specialty priests.

Support char-

acter kits from The Complete Bard's Handbook, The Complete Book of Elves, The Complete

Druid's Handbook, The Complete Book of Dwarves, The Complete Fighter's Handbook, The Complete Book of Gnomes & Halflings, The Complete Paladin's Handbook, The Complete Priest's Handbook, The Complete Thief's Handbook and The Complete Wizard's Handbook.

• Provide HTML versions of the nine books already in the **Core Rules** version 2.0 program. These will be hypertext-linked and accessible by Windows 95, Windows 98, Macintosh and Unix systems.

> • Add an additional map set—Building Interiors—to the Map Maker program.

Provide utilities

to convert character record sheets into Rich Text Format files.

• Provide a utility for the creation of multiple nonplayer characters.

The expansion program will require a previous installation of the **Core Rules** version 2.0 product. Except for the book files, it will not be a standalone program.

More detailed information about the program will be released at a future date. The suggested retail price for this product has not yet been determined.

Worldwide tournaments advance L5R, Deadlands storylines

More than 3,000



players got the chance this winter to set the course of the Legends of the Five Rings TCG storyline during

"The Storming of Morikage Castle" tournament.

In storyline tournaments, the results from the games help determine the course of the future storyline. The Morikage tournament was the climax of the tale of Emperor Toturi, who had disappeared from his throne, throwing the clans into disarray in the midst of a drought and civil war.

After tournament results were collated, the new storyline, written by Ree Soesbee, was posted on the Five Rings website at <www.frpg.com>.

Next to receive the storyline treatment will be *Deadlands: Doomtown*. The future of the legendary frontier town of Gomorra, California lies in the hands of fans as they prepare for "The Madman's Secret"—a global event scheduled for April 30–May 2.

The secret location of the ghost rock mother lode, Gomorra is riddled with undead gunslingers, spellcasting hucksters, mad scientists, and Gomorra's insane founder Humphrey Walters, the only person aware of the ghost rock site. In a desperate attempt to avoid the vision that drove him mad, Walters reveals his dark secret.

One unlucky outfit and hundreds of **Deadlands** fans will share his burden of knowledge about the mother lode. Held in more than 200 retail stores worldwide, "The Madman's Secret" tournaments are open to players of all ages. *Deadlands: Doomtown* prize packages will be awarded to qualified finishers. In addition, the combined tournament results will determine the fate of Humphrey Walters and Gomorra.

Interested players can access local tournament information via the Five Rings website at <www.frpg.com>.

Wizards sponsors cycling team for U.S. Nationals

While *Urza's Saga* introduced cycling cards to **Magic** in October, Wizards of the Coast introduced sponsorship of a top cycling team in December.

Team members include 1996 U.S. Olympian Greg Randolph, 1998 Junior World Championship team members Nick Hillyer and Allison Beall, past Collegiate National Champions Laura Reed and Randy Boettcher, former Junior National medalist Rusty Beall, National Masters Champion Mike Burdo and seven-time National medalist and national record-holder Ken Hillyer.

The team plans both national and international competition, including the Tour of Willamette, Cascade Cycling Classic and the U.S. Nationals. Wizards will also be the major sponsor of the renowned Ballard Twilight Criterium bicycle race, scheduled for June in Seattle.

Mongoose Bicycles, Clements General Construction, Chameleon Sportswear, Elliott Bay Bicycles, Clif Bar and Smith Sport Optics also sponsor the Wizards team.

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Fill out the entry form included in this magazine or hit: www.classicmtg.com

All entries must be received by April 10, 1999 to be eligible.



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ADVANCED

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They built the city to see what makes us tick. Last night one of us went off.

kiefer sutherland

RK

trom the director of "The Crow"

rufus

sewell



IS PICKS & TRICKS

Legacy combos with the spart layor of beatdown And s minute combo to book

21 EXTRA PULLED T's any editor's nightman-Sum of Pypes

LE CARD SPOTLIGHT Some Shredder-- no. not the Prenage Mutant Nings Terr Mante-- the Marg Le card

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We fix the deck out on our on manager (she puts all fease adscription cards in dec Duelist) made for the (court freese

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Mike realizes that to know the game, you have to know the Links

M INSIDER TRADING

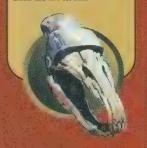
Mark tells the tele of the greater Views deck you'l server see

II VANGUARD (FOURTH SET)

Certifie skinny on the fat Fanguard cards for the second Arous second

ABOUT THE MAGIC IZIMPFNDRMAN FEATURED ILLUSTRATOR,

Carl Critchlow has worked on everything from T-shirts to computer game designs. He's done lots of comic strip work, including a two-year stint as regular penciller on Lobo for DC Comics. He currently lives and works in Southport, England, with his girlfriend and two fat cats.



Com P & N d i u M

Duelist Picks & Tricks



Shaman *en*-Kor and Mother of Runes

This trick works two waysand both can keep your creatures damage-free. Shaman en-Kor and Mother of Runes can do a virtuoso damage-prevention duet, and their trick gets even better when you add more creatures to the mix. Here's the duet: The Shaman charges into combat, and after blockers are in place, the combat damage goes on the stack. The trick lies in the two responses you throw on top of the stack. As soon as you have priority, play the Shaman's ability to redirect-as many times as necessary to send all the damage to Mother. Then tap "Mom" to give herself protection from whatever color the Shaman's

opponent is. The stack resolves from top to bottom, so first Mom gets her protection, then the damage gets redirected to her, then the damage is prevented—and no one from the home team gets hurt. Later in the game, you'll have more creatures, and you can improve the trick. Use the Shaman's second ability multiple times if you have to to suck up combat damage of the predominant color, paying 1 * each time. Then tap Mom to give the Shaman protection, and when the damage is dealt, it flows right to the nowimmune Shaman.

Mogg Flunkies and Defender of Chaos

Want to lure your opponent into a false sense of security? Let your Mogg Flunkies sit alone on your side of the table. Your opponent, reading the card text, realizes you can't use it to attack or block, because Flunkies needs a "partner" creature to help it along. Surprise! Defender of Chaos is a creature that plays like an instant. Suddenly Mogg Flunkies can throw its not-tooshabby 3/3 around, and instead of an open field, your opponent is looking at five points of oomph. To maximize the effectiveness of this simple trick,

you've got to



know your way around the combat sequence. If you're planning an ambush-style defense, play Defender when your opponent passes at the end of the declare attackers step. Don't underestimate the psychological effect of the "justadd-water" instant creatures. Every Magic player does the math before making a decision to attack or block, and when you mess with the math, you mess with your

opponent's plan.



Bone Shredder and Aluren

Bone Shredder is a terrific "187" card—one that destroys a creature when it comes into play. It's the same price as Dark

Banishing if you don't pay the echo cost, and you get a 1/1 flying creature. But Bone Shredder has a disadvantage too; because it's a creature, you can't play it during your opponent's turn. Of course, in Magic there's usually a workaround for pesky problems like that. Aluren from Tempest is one good answer. Aluren lets you play creatures like Bone Shredder as instants-for free! With that enchantment on the table, you're free to wait for the critical moment, using Bone Shredder to destroy a creature when your opponent needs it the most. And when your trick is done, Bone Shredder is sitting in your graveyardwithin easy reach for a score of graveyard-recursion cards.

Mind Maggots and Unearth

Mind Maggots from Exodus can be a great way to fill up your graveyard-discard creatures to give Mind Maggots +2/+2, and later bring 'em back with Living Death. While you're waiting to topdeck that Living Death, here's a trick to try: Discard a creature with a mana cost of three when Mind Maggots comes into play, then play Unearth to bring the creature back from the dead. You keep the counters you put on Mind Maggots and you've got a second creature to apply the beatdown. With some help from Dark Rituals, you can pull this off on turn two, giving you a 4/4 Mind Maggots plus whatever creature you've dug up with Unearth. And here's a question: What if that second creature were Bone Shredder? Cross off another enemy creature.

Two Smokestacks and Goblin Welder

Who says black has the only good graveyard-recursion cards? Here's a trick that lets two Smokestacks engage in some tag-team permanent destruction. For the trick to work, get a Smokestack into the graveyard (either by discarding it or by putting a counter on it, then sacrificing it to satisfy the counter). Then play Goblin Welder, which taps to swap an artifact in the graveyard for one in play. Now play your second

Smokestack, and the tagteam fun begins.

Smokestack has two upkeep abilities, and it's important to know that you choose the order in which they're played. During the first upkeep after Smokestack comes into play, have it check for counters (and there aren't any), then add a counter. Your opponent will do the same on his or her

next turn, and will have to sacrifice a permanent. Then tap Goblin Welder to swap the two Smokestacks, and during your upkeep you'll have a Smokestack with no counters. You can add a counter and start the cycle all over again.

Second Chance, Monk Idealist, and Erratic Portal

Let's do the time loop again! This trick isn't for the faint of heart—one of the key requirements is that you be at or below 5 life. But if you

play these three cards right, you can take turn after uninterrupted turn, and your opponent might as well be a goldfish. While you're accumulating the seven mana this trick requires, play Erratic Portal, an Exodus artifact that enables you to bounce creatures back into vour hand for 1. Once you've got the mana you need, play Second Chance and do everything you can to keep it safe from Disenchants during

the last turn your opponent will ever get. During your next turn (an

Storing Your apkeep, if you have 5 and take an extra furn after this one The greatest style is obsolved that ou the one's unongs

get. During your next turn (and every turn you'll take from now on), you'll sacrifice Second Chance during your upkeep to get an extra turn, play Monk Idealist to retrieve Second Chance from your graveyard, replay Second

Chance, and activate Erratic Portal to put Monk Idealist back in your hand. At first you won't have much mana left over, but you have all the time in the world to draw more cards, play more lands, and apply the coup de grâce at your leisure. But how do you safely get to 5 life? And how do you stay alive long enough to run the combo? Sounds like a deckbuilding exercise to me....

LEXAGA PERIOD PERIOD Not every card created in design makes it through

the development process. The fate of these unwanted cards is a mysterious folder hidden in R&D called "Extra Pulled."

s editors, we can't stand typos. Hour problem: the spell-Czech wee due with hour computer does knot sea awl the miss-steaks. But it tolled us this paira-graft should bee purr-fact, and the computer mussed bee rite.



Change one letter in a text box to any other letter. The new word formed must be a real word.

"I'd like to buy a vowel."

Illus: 01999 Carl Critchlow

Shredder Suicide

by Matt Kirkland

BLACK (90) 2 Bad Ploos 2 Bad Ploos 2 Base Streetder 4 Carnophage 4 Carnophage 4 Carnophage 4 Dark Rinnd 4 Dark Rinnd 4 Dark Rinnd 4 Dark Rinnd 1 Dark Rinnd 1 Dark Rinnd 1 Dark Rinne 2 Food Sager 2 Food Sage 1 Carness 4 Sagermancy 2 Saddy Strength

LANDS (20) 17 Seamp 1 Westing

Legacy Necro

Duelist In-itational Necro deck

BLACH (38)

- **1** Corrupt.
- d Darts Ritsell
- 4 Disbolis Edici
- 4 Denin Life
- 10.....
- 4 Neoropeteote
- 4 Novinycrai's Disk
- 2 Ontradice
- I No Herry
- J Bone Shreddin
- 4 Meta's Bauble
- 4 Kongmoch's Will

LANDS (22)

Card Spotlight



Bone Shredder

Bone Shredder is faster than Nekrataal and much easier to splash into nonblack decks.

ccording to Mark Rosewater, when the R&D designers started working on the *Urza's Legacy* set, they faced the task of taking echo to the next level. *Urza's Saga* had introduced this new mechanic as a way to get powerful creatures into play earlier than normal without a bunch of jewelry (the five Moxes and Black Lotus, if you're too young to remember). Now, the designers needed something more.

Mark says it soon became apparent that mixing echo with "187" comes-into-play effects created a cool subset of cards. Essentially these new echo creatures are spells that you can pay extra mana on the second turn to keep around as creatures. A Nekrataal variant seemed obvious, and Bone Shredder was born.

As with any replacement card, Bone Shredder is in some ways superior and in other ways inferior to Nekrataal. First, Bone Shredder only costs three mana to play and has only one black mana in its casting cost. This makes it faster than Nekrataal and much easier to splash into nonblack decks.

On the downside, you have to pay its casting cost twice. So if you want to keep Bone Shredder around as a creature after getting the Terror effect out of it, you'll spend your next turn paying three mana to keep a 1/1 flyer on the board instead of putting something even bigger into play. Whether you pay this cost will depend on your deck and on how much you need to do during that next turn.

Second, Bone Shredder has flying, which is great for offensive possibilities because you'll get past all those ground-pounders. But Nekrataal's power of 2 and first strike made it fearsome on both offense and defense. You might chump-block with Bone Shredder before paying the echo cost, but Nekrataal could take out medium-sized creatures and live.

So, in a pure black deck, Nekrataal is a little stronger, but Bone Shredder still has a lot to offer. In today's speedy environment, Bone Shredder comes out a turn earlier than Nekrataal and can even be played on turn Bone Shredder

According to Magic card illustrator Ron Spencer:

"Conceiving the morphology/physiology of the Pteragastrula osteophagus was akin to cranial evisceration."

one with the help of a Dark Ritual (assuming your opponent drops a big creature that you want to destroy on turn one). Thus, you don't have to wait until turn four to stop a nasty creature. Because Bone Shredder is splashable, it'll also show up in a lot of decks that didn't use Nekrataal for fear of the double-black cost.

Perhaps the best attribute of Bone Shredder is its echo mechanism. If you want to put your Bone Shredder in the graveyard (so you can bring it back to destroy another creature), all you have to do is *not* pay the echo cost. Better still, you can sacrifice it to any number of effects to put it into your graveyard before paying the echo cost. Plus, if your opponents like to steal your creatures, echo is a great deterrent—they'll still have to pay the echo cost. If they have no black, Bone Shredder goes right back to your graveyard where you probably wanted it anyway.

House Rules

by David Noonan

Run your own Duplicate tournament

hen they play Magic for fun, Pro Tour players often play in Limited formats like Booster Draft (players pass around packs of cards, taking the best ones they can) and Sealed Deck (players build decks from a few unopened packs of cards). If you're looking for a similar challenge, why not try Duplicate—every player builds a deck from the exact same set of starting cards. It's a good test of Magic play, because no player can benefit from unusually good cards that no one else got. Better yet, no one can whine about the lame cards they received. You eliminate the random nature of the booster pack completely, and the best player is determined by smart play, deckbuilding skill, and maybe a little lucky shuffling.

So grab your buddies, pool your cards, and do your own Duplicate tournament. Here's how we ran Duplicate at February's *Duelist* Invitational. Once a year, we invite the 16 best Magic players in the world to compete in an all-star tournament, and we always throw a few rounds of Duplicate their way.

Coming Up with Duplicate sets

The trick to doing your own Duplicate Limited tournament is coming up with the right balance of cards. Make sure every color has a good mix of spells and creatures, and spread out any power cards among the colors. You're trying to encourage variety, so don't make the players' choices easy. They should get their cards, agonize over deckbuilding, then face opponents who've made completely different choices. Ending up with a variety of finished decks when everyone starts the same is no easy task.

Here are some tips to consider:

· Casting cost. Give players some cheap spells to use in the early game, but include some "fatties" for later. Remember, Limited formats aren't as relentlessly quick as Constructed events, because you never get the cards in Duplicate to pull off the turn-three kill. And that's one of the fun elements in Duplicate-you get to play with the expensive "Timmy" creatures and world-altering enchantments that you can't even dream about when you're playing a finely tuned deck.

• Card types. Give every color good creatures *and* good spells, but let each color do what it does best. Green should have good creatures, red should have direct damage, blue should have counters, white should have defensive cards, and black should have graveyard tech. But as you're picking cards for Duplicate, remember that certain cards are especially



useful in Limited. Creature destruction (like Expunge), breakthrough cards (like Overrun), and creatures with evasion (flying, shadow, or landwalk) can swing a game.

• A theme. One thing we've done in previous Invitationals is give the players identical sets of really good cards or really bad cards. This year, we gave them a mix of solid cards and new ones created for the occasion (see sidebar at right).

Given Duplicate sets of those cards, what did the best Magic players in the world pick? Black, mostly— 13 of the 16 players, enticed by the three shadow creatures, included black cards. Blue (which had shadow and phasing) was also popular with 10 of the players, but only one player picked red. Almost everyone built decks evenly split between two colors. For complete decklists, check out the *Duelist* Online, <www.wizards.com/Duelist_ Online/Welcome.html.>

Duplicate tournaments don't have to be the exclusive domain of the Pro Tour elite. Come up with your own Duplicate card list, distribute it to some friends, and have them show up with the best decks they can muster. Chip in for boosters as prizes, and you've got your very own Duplicate tournament. May the best player win! Here's the list of cards each player received at the Duelist Invitational. Players got one of each card (that's 21 of each color-105 cards total) and could add as many basic lands as they wanted to build 40-card-minimum decks.

Black creatures

Barrow Ghoul **Circling** Vultures Crovax the Cursed Dauthi Knight* Dauthi Shade* Flesh Reaver Grollub Mind Maggots Mire Shade Rabid Rats Servant of Volrath Shadow Licid Skirge Familiar Speedy Zombie Vebulid

Black spells

Dark Transformation* Diabolic Edict Funeral March Spinal Graft Victimize Wave of Terror

21 10 10 1

Speedy Zombie 3 🗬 🍄 Summon Zombie 3/1 Shadow Speedy Zombie ignores summoning sickness.

Shadow Licid

14 Summon Licid 1/1 . C: Shadow Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains shadow." Enchant target creature with Shadow Licid. You may pay to end this effect.

Dauthi Shade 2 🚭

Summon Shade 2/2 Cumulative upkeep: 1 Shadow Tauthi Shade gets +1/+1 until end of turn.

Dauthi Knight

1.9.9 Summon Knight 2/1 Flanking, shadow

Dark Transformation

1 4 Instant Buyback: 1 🏶 and 1 life, cycling: 2 Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.

Blue creatures White creatures Academy Researchers

Disruptive Student

Hakim, Loreweaver

Rootwater Matriarch

Shaper Guildmage

Skyshroud Condor

Teferi's Thalakos Subjects*

Mirozel

Scrivener

Teacher

Phasing Licid*

Stern Proctor

Thalakos Lancer*

Thalakos Seer

Memory Lapse

Robe of Mirrors

Volrath's Curse

1 6

Blue spells

Power Sink

Intuition

Ripple*

Twitch

Auratog Banding Licid* Disciple of Grace Faith Healer Flanking Knight* Intrepid Hero Marble Titan Monk Idealist Mtenda Herder Revered Unicorn Samite Alchemist Silent Attendant Skyknight* Soltari Sergeant* Warrior en-Kor

White spells

Bandage Brilliant Halo Change of Heart Clear Serene Offering Spirit Leech*

Hidden Ancients Hippo Compatriot*

Jackalope Herd Slippery Licid* Verdant Guardian* Wild Dogs Wood Elves

Green creatures

Argothian Elder

Enchanted Steeds*

Endless Wurm

Fugitive Druid

Harvest Wurm

Hawkeater Moth

Heartwood Dryad

Endangered Armadon

Elvish Herder

Green spells

Armor of Thorns Fertile Ground Healing Soil* Predatory Hunger Tranquility

Red creatures

Ambush Party Anarchist Canyon Drake Flanking Licid* Fuming Giant* Goblin Elite Infantry Goblin War Buggy Hurloon Shaman Mogg Bomb Squad* Mogg Bombers Monstrous Hound Nalathni Dragon Roc Hatchling Sug'Ata Cavalier*

Red spells

BECOM

♠, ♦: Slippery Licid loses this

ability and becomes a creature

"Enchanted creature cannot be

the target of spells or abilities."

Enchant target creature with Slip-

pery Licid. You may pay 🛧 to end

Enchanted Steeds cannot be the

Verdant Guardian can block crea-

tures as though it had flying and

. Hippo Compatriot gains band-

1 🗣: Regenerate Verdant

Hippo Compatriot

target of spells or abilities.

Verdant Guardian

enchantment that reads

Enchanted Steeds

Slippery Licid

Summon Licid

this effect.

2 4 4

4/2

2 🛖

1/1

Echo

shadow.

Guardian.

4 44

3/4

1 🗭

Instant

Buyback: 4.

cycling: 2

Summon Hippo

ing until end of turn.

Regenerate target creature.

Healing Soil

Summon Elf

Summon Horses

Echo, flanking

14

1/1

Charge!* Destructive Urge **Final Fortune** Furnace of Rath Lava Axe Mob Justice Shower of Sparks

not look familiar, even to expert Magic players. There's a reason: we created them solely for the tournament. By placing stickers on existing cards of the right color, Duelist Invitational organizer Mark Rosewater surprised the Pro Tour players with the cards listed here-which no one outside R&D had ever seen before.

*Some creatures may



Flanking Licid 12 Summon Licid

1/1 2, \$: Flanking Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flanking. Enchant target creature with Flanking, You may pay 2 to end this effect."

Suq'Ata Cavalier 3 2 2

Summon Knight Echo, flanking Sug'Ata Cavalier ignores summoning sickness.

Mogg Bomb Squad

2 2 Summon Goblin 2/2Echo 2, O, Sacrifice Mogg Bomb Squad: Mogg Bomb Squad deals 2 damage to target creature or player.

Fuming Giant

4 2 Summon Giant 4/1 Flanking Fuming Giant cannot block.

Charge!

2 2 Instant Buyback: 1 2, cycling: 2 Creatures target player controls gain flanking until end of turn.

23.03.01 **Phasing Licid** Summon Licid

• , •: Phasing Licid loses this ability and becomes a creature enchantment that reads " . . Enchanted creature phases out." Enchant target creature with Phasing Licid. You may pay 6 to end this effect.

Teferi's Thalakos Subjects 1 6 6

Summon Soldiers 3/2Shadow, phasing

Thalakos Lancer

1 6 Summon Knight 2/2First strike, flanking, phasing

Teacher

3 6 6 Summon Wizard 1/1Flying Whenever Teacher becomes the target of a spell or ability, phase out target creature.

Ripple

3 6 Instant Buyback: 3, cycling: 2 Target permanent phases out.

2* Summon Knight Flying, flanking

Skyknight

Banding Licid

1 * Summon Licid 1/1 *, : Banding Licid loses this ability and becomes a creature enchantment that reads "Enchanted creature gains banding." Enchant target creature with Banding Licid. You may pay 🗰 to end this effect.

U hillen

Soltari Sergeant

2** Summon Soldier 2/2 Banding, shadow

Flanking Knight

1** Summon Knight 1/1 Banding 1 *: Each creature without flanking blocking Flanking Knight gets -1/-1 until end of turn.

Spirit Leech

1 * Instant Buyback: 3, cycling: 2 Remove one of the following abilities from all creatures for the remainder of the turn: banding, first strike, flanking, flying, landwalk, protection, regeneration, shadow, or trample.

> DUELIST MAY 1999 23

Deck Clinic 5 John Yoo

This month's clinic features our Sealed-Deck specialist, John Yoo, assessing the health of Urza's Legacy cards. Using the same cards Duelist Circulation Manager Barbara Blaskowsky drew in the Wizards of the Coast employee prerelease tournament, John stitched together his own Limited deck. To sharpen your deck diagnosis skills. take a look at the prerelease cards on the opposite page and construct a 40-card minimum deck, adding up to three basic lands. Then read below and compare your deck to John's.

If you'd like us to consider your deck for "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailments to: Deck Clinic, c/o Duelist, P.O. Box 707, Renton, WA 98057-0707, or to <Duelist@wizards.com>. **Dr. Yoo:** Barbara constructed a blue/green/white deck with 15 creature cards and a mixture of various spells. Looking at her decklist, I can tell Barbara's primary concern was building a deck that would minimize mana problems. So Barbara played with only one spell with two of the same color mana in its casting cost: Thornwind Faeries. This is a very important factor when constructing your sealed deck, but there are other—and better—ways to smooth out the mana.

A better way to build a deck that can avoid mana problems is to build one with fewer colors. A monocolored deck will have far fewer mana problems than a two-color deck will. Likewise, a two-color deck will have far fewer mana problems than a three-color deck. So instead of choosing the three-color route, I think Barbara should have gone with two colors to minimize mana problems in her deck.

Making tough color choices. Looking at Barbara's decklist, it's obvious she opened some amazing packs. Her packs included very good cards from each of the five colors. The most difficult



choice to make when constructing Barbara's deck would definitely be choosing which colors to play, because each color has solid creatures and good support spells.

In Sealed-Deck play, sometimes you get situations like this. If you have the option of choosing any set of colors, such as with these cards, it's important to construct a deck built around your own personality and style of play. For example, if you consider yourself a more aggressive player, you could construct a very good green/red beatdown deck with fast, small red creatures, big green creatures, and a mixture of removal spells and creature enhancers. However, if you fancy yourself more of a control player, you could also create a blue/white deck with an assortment of flying creatures, white creature removal spells, ground stallers, and counterspells.

I ended up constructing a deck based around my own personal preference: black/white. I felt that these two colors gave me the most flexibility and had the best mixture of quality creatures and spells. I also felt that these two colors worked extremely well together and had a lot of synergy.

Pestilence is some good. The primary reason I chose black was one card; Pestilence. In the hands of a skilled player, Pestilence is perhaps the most powerful common card in Urza's Saga for sealed play. With its ability to inflict damage to all creatures and players, Pestilence can be used to establish absolute control over the table. Black has two very good fliers (Phyrexian Debaser and Ravenous Skirge), which made it even more appealing. Black also had some large creatures: two Giant Cockroaches, Phyrexian Defiler, Rank and File, and Hollow Dogs. The last black creature to go into the deck was Unworthy Dead. Similar Drudge Skeleton variants were far from phenomenal in Mirage and Rath cycle, but these guys are extremely good in Urza cycle because the environment has no flanking or shadow. Sick and Tired made it into the deck as additional creature removal while Phyrexian Reclamation, though costly with an activation cost of two life, produces a permanent Raise Dead effect, which can ruin an opponent in short order.

White has good removal. The deciding factor that made me play white was definitely the two rare cards, Catastrophe and Radiant, Archangel. Catastrophe is an amazing reset button with great flexibility. If you are winning, you can choose to destroy all lands, and if you are losing, you can get rid of all creatures. Radiant, Archangel is simply an amazing flying creature. Not only is it 3/3, but it also attacks without tapping *and* gets bigger if there are other fliers around.

Another reason I chose white was that it had the only two cards to remove enchantments, Clear and Devout Harpist. When constructing your Urza cycle sealed deck, it is important to try to fit in at least one enchantment removal spell in your deck so that cards like Worship, Pestilence, Vile Requiem, or any of the "embraces" do not ruin you completely. White also had good creature removal spells with Pacifism and Radiant's Judgment. Finally, white was rounded out with three solid creatures: Defender of Law, Expendable Troops, and Opal Gargoyle.

Think synergy. Another reason I chose black/white was that these two colors complement each other nicely-certain cards work well with other cards. Chimeric Staff. Spawning Pool, and Phyrexian Reclamation all work well with Pestilence and Catastrophe, for example. How? Chimeric Staff and Spawning Pool help Pestilence stay in play as long as there's a creature in play. If there are no creatures in play during any discard phase, you could active the Staff or the Pool to keep Pestilence around. Also, if you choose to Catastrophe away all creatures, you will still have the Staff and the Pool. Phyrexian Reclamation also works great with Pestilence and Catastrophe because you can bring creatures back from the graveyard to your hand.

Don't forget your bench. I chose not to play a few tournament-worthy cards such as Duress and Ostracize. They would be better in the sideboard because they're not so great in the mid- to late-game. I also felt that Sleeper's Guile is much better as a sideboard card. In white, I avoided Seasoned Marshal because four mana is a lot to pay for a 2/2creature. Unless your deck is all about attacking, Seasoned Marshal is not going to allow you flexibility. I also chose not to play with Tragic Poet because there are only three enchantments in the deck. However, Tragic Poet may be worthwhile sideboarding in against a deck with heavy enchantment removal.

It's nice to have choices. Though the other three colors were fairly solid, there were many reasons why I chose not to play each of them. I stayed away from blue because the creatures were much too fragile.



The faeries are vulnerable to almost any type of creature removal, and I didn't want my deck to be susceptible to cards like Hermetic Study or Sick and Tired. I didn't play red because I felt that the creatures weren't that good. However, red was very alluring with its direct damage and Crater Hellion. If I had chosen to play green, I definitely would have constructed a green/red deck. However, I felt that the black/white combination had better synergy.

John Yoo is our Sealed Deck specialist. Barbara says thanks for not picking red, John, because she thinks red is for cheaters.

Show and Tell

Beth "BethMo" Moursund

You too can be a rules guru!

ne of the great things about the Classic (Sixth Edition) release is that it's everyone's chance to get in on the ground floor of the rulesnobody out there has been playing with the new rules much longer than you have. This month we'll describe some significant rule changes, starting with the most controversial ones. Check out last month's Duelist for the lowdown on the stack and the rules changes related to it. Then

you'll be ready to match wits with the best of them. Now on to those rules questions...

You mean I can't go below 0 life?

Of all the rules changes, the one that has generated perhaps the most pro-and-con arguing is the 0-life rule. It used to be that a player could drop to 0 or even negative life without losing, because the check for player life totals only happened at the end of each phase. Everything else that the game watched for was checked throughout the turn. Under the new rules, player life totals have lost this special status. Whenever you're checking creatures for lethal damage, you also check players for 0 life. If a player is at or below 0, the game ends right there-do not resolve the rest of the stack, do not pass Go, do not collect \$200. The game is over.

In most games, this change won't even be noticed. However, it puts a big crimp in certain decks' strategies, and it adds new strategic elements to others. Under the old rules, Prosperous Bloom and Necrodeck players would often drop to 0 life or less, then play a big Drain Life later in the phase to recover. No longer. Similarly, some of the library-depletion combo decks felt free to ignore damage once they started to "go off," because their combo would run the opponent out of cards, causing the game to end without ever reaching the endof-phase life check. Not any more-both ways of losing have equal priority. If you're at 3 life and your opponent plays Incinerate in response to your 100-card Stroke of Genius, you'd better have a Counterspell ready.

This change creates interesting standoffs when both players are low on life and might have direct-damage spells. The tactics are similar to the case under the old

rules in which one player has a small attacking creature and the old Giant Growth, and the other has Incinerate. If the attacking player tries to inflate the creature, the opponent can respond with Incinerate, killing the creature before the Giant Growth resolves. But if the defending player tries to kill the creature directly, the attacking player can respond with the Giant Growth, saving it.

Basically, whoever plays something first loses, so neither player dares to start. The direct-damage standoffs under the new rules works the same way. If both players are at 3 life and one player plays Incinerate on the other, the opponent can respond with his or her own Incinerate, ending the game before the first Incinerate resolves...unless, of course, the first player can respond with yet another Incinerate. So neither one will dare to play first until they think they have more firepower than the opponent, or they have some other trump card, such as a damage prevention spell.

This change also makes a big difference with abilities that can trigger a bunch of times. Let's say you control Dingus Egg ("Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller") when Armageddon resolves. The Dingus Egg's ability gets played once for each land destroyed, but you you get to choose what order these triggers go on the stack. If you put the ones dealing damage to your opponent on top, and they do enough damage to reduce your opponent to 0 life, the game ends. It doesn't matter if the remaining ones would have been enough to take you out as well.

What about tapped artifacts? Doesn't this mess up Winter Orb?

Another change that's getting a lot of attention is the removal of the tapped artifact rule. Under the old Magic rules, most artifacts' abilities (except for those of artifact creatures) "turned off" while tapped. The main problem with this rule was that several categories of abilities didn't turn off, and it wasn't always clear which did and which didn't. This led to a lot of confusion among players and tournament judges, especially when comparing cards like Mana Crypt and Mana Vault—one turns off and the other doesn't, but they look quite similar.

For the new rules, the rules team took a long, careful look at this morass and decided to get rid of it entirely rather than patching it. From now on, any ability that is inactive when the card is tapped will say so right on the card. A few cards (including Howling Mine and Winter Orb) will receive errata adding this; all the rest will remain active while tapped. This makes some cards stronger and some weaker, but for many artifacts it's no change at all, because activated abilities with **©** in their costs still can't be played if the artifact is tapped.

So when do I have to announce stuff now?

Speaking of morasses in the rules, another was the so-called "hidden information" rule that governed whether choices were made during the announcement of a spell or ability or during its resolution. The full details of this rule were known only to dedicated rules gurus-most players just memorized case-by-case card rulings. This badly needed fixing. Under the new rules, the only choice made while playing most spells and abilities is their target(s). If the spell or ability is modal (that is, starts with the phrase "Choose one-") or does different things to each target, those choices are also made as part of playing it. Everything else waits until resolution.

This change won't even be noticed in most games. Occasionally it will make decisions tougher, especially for those playing blue, as they try to decide what to counterspell. For example, if you play Flickering Ward or Whim of Volrath on a creature, you don't need to announce your color choice until the spell is resolving. Your opponent will have to decide whether to counter your spell without knowing which color you'll pick.

Another subtle change affecting resolution is that the word "then" no longer receives special treatment. It used to be that any time you reached the word "then," you would put the current resolution on hold, giving players a chance to play mana sources and certain kinds of spells and abilities, along with anything that had triggered. Mix this rule with mana sources that involved sacrifices (such as Ashnod's Altar) and the wide variety of triggered abilities available, and it became possible for almost anything to happen while a spell was resolving. And these resolutions could themselves be further subdivided and interrupted. The rules gurus loved it.

Under the revamped rules, resolving a spell or ability is one big event. You carry out the instructions on the card in the order they are written, with no interruptions. Anything that triggers during the resolution waits until the resolution is entirely finished. (If an effect enables a

longer avoid dealing with an ability such as Energy Flux's by destroying the permanent with the ability early in your upkeep. It also means that once a phase has started, phase-triggered abilities on permanents that come into play during that phase won't do anything until the next turn that they apply. This unravels the various end-of-turn "infinite loops" that caused headaches under the old rules—for example, a Ball Lightning returned to play by Lifeline won't self-destruct again until

Under the revamped rules, resolving a spell or ability is one big event. You carry out the instructions on the card in the order they are written, with no interruptions.

player to pay mana, that player may play mana abilities, but abilities that trigger on playing them are still postponed until the resolution is finished.)

Are phase costs and abilities going away?

Ask ten Magic players to identify the difference between a phase cost and a phase ability, and usually nine of them will give you the wrong answer. Ask anyone but a rules guru to define exactly what can and can't be done before paying a phase cost, or after paying but before resolving, or what goes into each, and the number of correct answers will be even lower. This was another area that needed improvement.

The new rules completely abolish the special rules for phase abilities and phase costs (though the terms will undoubtedly continue to be used informally). Everything that was a phase ability or cost has been changed to a triggered ability that triggers at the beginning of the phase. For example, the current "During your upkeep, pay <cost> or sacrifice <name>," is replaced by "At the beginning of your upkeep, you may pay <cost>. If you don't, sacrifice <name>." The whole action is taken when the ability resolves, and you don't need to decide whether to pay the cost before then.

This change means that you can no

the end of the next turn.

Because there's no such thing as a "phase cost" in the new rules, the rule that prevented abilities of a permanent from being played until its phase costs had been dealt with was also eliminated. For example, you can tap mana-producing artifacts to pay their own Energy Flux penalties.

The old rules stated that any part of a "comes-into-play" triggered ability located before the word "or" was also defined as a cost, and you couldn't play any other abilities of a permanent with such an "or" ability until that ability was completely resolved. This rule is also eliminated in the new rules-all triggered abilities are treated exactly the same. This change increases the power of a few cards quite a lot, so cards such as Lotus Vale and Phyrexian Dreadnought may end up receiving special errata or being banned from Extended tournaments. For most cards, though, the designers felt the change wasn't unbalancing.

BethMo knows the difference. If it has the word "or," it's a phase cost. If it doesn't, it's a phase ability. It doesn't matter whether it involves mana, sacrifices, tapping, or none of the above. Now you know—but soon it won't matter.

Tournament News

The *Duelist* Invitational

he big news in tournaments this month is results from the third annual *Duelist* Invitational. The Invitational made Magic history as the first tournament to feature the top names in

the game playing with the new rules.

You'll find *Duelist* Invitational coverage throughout the magazine, including player perspectives on p. 50, decklists on p. 53 and details of a controversial play by tournament winner Mike Long on p. 52.

Sixteen top Magic players faced off in five different formats, with each player facing each other player. The tournament included three rounds each of the following formats:

• Duplicate. Players construct decks from the exact same set of cards (some of which were created especially for the tournament; see p. 22).

• Classic. "Old school" matches where almost every Magic card ever printed can go into a deck.

• Refined Extended. In this deckbuilding puzzle, players had to build decks using exactly five cards each from the last 15 Magic expansions.

• Booster Draft. This featured cards from Urza's Legacy, which hadn't been released yet, so players saw the cards for the first time as they opened their packs.

• Standard. One of the most common tournament formats, Standard decks include cards from the Rath Cycle, *Fifth Edition*, and *Urza's Saga*.

The Final Curtain

After fifteen rounds, the Invitational had matched every player against every other player in a test of cards and wits. In the end, Mike Long had survived a race against his rival Chris Pikula, while Sturla Bingen raced away with the lead. However, five games remained to be played.

The finals was as much about the pressure applied by Mike Long's constant antics and chatter upon Sturla Bingen's calm, stoic demeanor as it was about the most powerful cards in Magic controlled by two of the best players in the game.

From the outset of game one, Long tried to beat Bingen down with his mojo and his cards. At first it worked, as Bingen mulliganed into a single Black Lotus first turn and then watched as Long Dark Ritualed into a Hymn to Tourach. When Long Hymned him again on his next turn, Bingen responded with Vampiric Tutor to put Time Twister on top of his library. Unfortunately, when Bingen cast Time Twister to replenish his hand, he gave Long three Hypnotic Specters, which came out one at time over the next three turns and tore through Bingen's life and cards in hand. Game one to Long.

Game two went much like game one, with one twist—Long used Arcane Laboratory to ensure Bingen couldn't cast more than one spell per turn. Once again, Bingen mulliganed (he only has seven land in his deck!), but got several mana producers in play only to see Long use Sinkholes to take out the European Champion's Tolarian Academy and City of Brass. Bingen once again tried Time Twister to regain some card advantage, but gave it up almost immediately, as the Twister gave Long a Nether Void. Game two to Long.

Under a constant barrage of hand destruction, land destruction, and noise pollution, Bingen seemed on the verge of going down 3-0 in the finals. But the Norwegian rallied in games three and four, throwing insane numbers of permanents on the board turn after turn and refilling his hand with Windfall, Time Twister, and Brain Geyser while reusing his graveyard with Yawgmoth's Will.

Once everything was in place, Bingen would set off his kill combo—Tolarian Academy, Candelabra of Tawnos, and Capsize. Bingen would tap the Academy for twelve or more blue mana (from all the artifacts he had in play), and then use one mana and tap the Candelabra to untap the Academy. He would then play Capsize with buyback on the Candelabra, replay the Candelabra and start over again, generating five or six mana each time.

After demonstrating this engine to both Long and Head Judge Mark Rosewater in game three (followed by some fireworks from Long over whether or not Bingen had declared the buyback on his Capsize), the Norwegian generated 15,000 mana and cast Stroke of Genius on Long for 14,997 cards. Game three to Bingen. Game four began with a Long mulligan and Bingen casting 17 spells on his first turn (including two Time Walks). This did not bode well for Long, who eventually got Braingeysered for 103 cards. Game four to Bingen.

With only one game left to decide the outcome of the 1999 Duelist Invitational, both players desperately wanted good draws. Long would be going first again and took not one, but two mulligans. Against, Bingen's card drawing machine, this looked bad for Long. However,

Bingen also called a Mulligan (his fourth of the match) ending up with City of Brass and Black Lotus and Tolarian Academy. Long, though, began with Wasteland and Strip Mine, taking out Bingen's City and eventually his Academy. While Bingen searched in vain for mana, Long started beating on Bingen with Order of the Ebon Hand and Hypnotic Specter, and then finally dropped Energy Flux (which would make the Norwegian's artifact mana worthless even if he did find it). At four life when the Energy Flux hit the table, Bingen conceded and Mike Long won game five, the match, and the tournament in a classic battle that left both players and many of the innocent bystanders drained if not bloodied.

Budde wins GP-Barcelona

Kai Budde of Germany defeated American Alex Shvartsman 2-1 to take top honors at Grand Prix-Barcelona in February, walking away with \$2,000 and an invitation to Pro Tour-Los Angeles.

Budde and Shvartsman had previously faced each other twice during the three day tournament, and Shvartsman won both matches. The finals match went down to the wire, and the third game included a remarkable quadrupleenchanted Acridian.

Shvartsman's Acridian, a 4/10 creature after receiving two Despondencies (from Budde) and a Gaea's Embrace and Blanchwood Armor (from Shvartsman), attacked, only to be Humbled and Sickened, sending seven cards to the graveyards in one play.

Next Pro Tour stop: New York

Top Magic players from around the world will take a bite from the Big Apple April 30-May 2 at Pro Tour-New York, the next stop on the elite player circuit.

The Urza block (Urza's Saga and Urza's Legacy) Constructed format tournament will put \$150,000 up for grabs, including \$25,000 for the top finisher after 14 rounds and single-elimination matches among the Top 8.

The Secaucus, N.J. tournament will also feature a variety of side events and the Junior Super Series Eastern Championships.

During the tournament, look for daily updates at the Duelist Online, <http://www.wizards.com/ Duelist_Online/Welcome.html> and a full report in Duelist #39.

MIKE LONG'S CLASSIC DECK

SPELLS

- I Ancestral Recall
- I Chains of Mephistopheles
- 2 Contagion
- **3 Dark Ritual** I Demonic Tutor
- I Disenchant
- 4 Hymn to Tourach **4 Hypnotic Specter**
- 2 Juzam Djinn
- **3** Necropotence
- **I** Nether Void
- **3 Order of the Ebon Hand**
- **4** Sinkhole
- 2 Swords to Plowshares
- I Time Walk

ARTIFACTS

- I Black Lotus
- I Mox jet
- I Mox Sapphire
- I Mox Pearl
- 2 Nevinyrral's Disk

LANDS

- 2 City of Brass
- 4 Scrubland
- | Strip Mine
- 6 Swamp
- 4 Underground Sea
- 4 Wasteland

SIDEBOARD

- I Arcane Laboratory
- 2 Chains of Mephistopheles
- Contagion
- I Dark Ritual
- I Disenchant
- 2 Duress
- I Energy Flux
- I Funeral Charm
- 2 Icequake
- I Juzam Djinn
- I Serrated Arrows
- I Zuran Orb

Duelist Invitational final match

Long wins 3-2

STURLA CLASSIC DECK

SPELLS

- **1** Abeyance
- I Ancestral Recall
- **2 Arcane Denial**
- I Braingryser 2 Brainstorm
- Capitan
- Demonic lutor
- 4 Force of Will
- 2 Prosperity
- 1 Regrowth
- 1 Stroke of Genius 4 Time Spiral
- 1 Time Twister
- I Time Walk
- **2** Vampiric Tetor
- **I** Wheel of Fortune
- I Windfah
- I Yawgmoth's Will

ARTIFACTS

- 1 Barbed Sextant
- | Black Lotus
- **1** Cambelabra of Tawnos
- Lion's Eye Diamond
- 4 Lotus Petal
- 4 Hana Crypt 4 Hana Vauli
- Mox Emerald
- Hox Jet
- I Mox Pearl
- I Moor Rulby
- 1 Mox Sapphire
- I Sol King

LANDS

4 City of Brass 1 Tolarian Academy 2 Underground Sea

SIDEBOARD

- | Abeyance
- Balance
- I City of Solitode
- I Cursed Totem
- 3 Emerald Charm 2 Hurkyl's Recall
- I Hydroblass
- **3 Pyreblast**
- I Yawgmoth's Will

DUELIST

MAY 1999





What's In: Black

You can pretty much tell that black is the best color in the Limited Urza's Saga environment. It has the deep-

What's Out: Red

With the Urza's Saga expansion, Wizards decided to depose the kings of the Limited environment—red X spells. Gone are the days of attacking mer (such as Kaervek's Torch, Fireblast, or another direct damage spell). Often split in verb form <I *beat* you *down* for 5>. **Beatdown n:** Used as a description of a card or event <Fireblast was such a *beat*-

down; he was mana-screwed and I wrecked him so the game was a *beatdown>*. **Beatdown adj:** Ties in with the beatdown principles above *<beatdown* deck, *beatdown* creature>.

every turn, without a thought

of card advantage, until you

have put your opponent into

range for your endgame ham-

*Urza's Sag*a Lingo:

Flesh Reaver: "Slaughter with buyback," because for the investment of a mere 4 life, the Reaver can destroy almost anything.

Veiled Serpent:

Sometimes called "Lurking Evil" because it's a threemana enchantment that becomes a 4/4 creature with an attitude problem that can attack if your opponent controls islands. And if your opponent controls no islands, it's a "Moat"—no one attacks when you have a 4/4 wall out front.

A Deck You Should Know:

Fish: The name "Fish" orginally came from the idea that people didn't want to admit they were playing a Merfolk deck in a tournament. Over time, some Fish decks got some actual fishy things in them, such as Man-o'-War, Hammerhead Shark, or School of Piranha. In any case, respect for this deck has grown, especially after the second-place finish of a Fish deck at this year's Pro Tour–Rome.

Story of the Month: Before He Was the King of Red...

Dave Price played white weenie at Pro Tour-Columbus. Though he was confident and had four Kjeldoran Outposts in his deck, monowhite had no good way to deal with opposing Outposts. In a tournament rife with Dude Ranches (a nickname for the Outpost), Price and his self-proclaimed "horrible" deck squeaked into the second day at the cutoff point: seeded 64th.

Playing the first seed, a red/white deck *with* ways to deal with Outposts, the future "King of Beatdown" was able to take the match due to the following play (and to the fact that the pumpable Kjeldoran Knight is a pretty obscure card).

Opponent: I attack with my four Outpost tokens and Blinking Spirit.

Dave Price: I block Blinking Spirit with Kjeldoran Knight; pump Kjeldoran Knight to 3 toughness.

Opponent: Before damage, I return "Blinky" to my hand...and cast Pyroclasm (2 damage to each creature).

DP: So that kills your dudes and what else exactly?

Historical note: Price made Top 64 with three sideboarded Mishra's Groundbreakers as his only Outpost defense. A friend from Ithaca, Evan Gridley, finished in the Top 32 with the same (horrible) deck...but sideboarding four Astrolabes and three Conquers instead.

Mike Flores, <madmanpoet@ yahoo.com>, provides the outside look at Magic every month in the pages of Duelist. CRITCHLOW

CARL

est pool of good commons, the best removal, the most dangerous flying creatures, and the incredible Pestilence. But before we even tried out the cards, Wizards gave us some serious hints with the *names* of black's more popular uncommons:

Diabolic Servitude? Vile Requiem?

How can you miss the power of black when the very titles to the cards scream "Serve!" and "Wreck!"

Longtime Magic Lingo: Beatdown

best red commons are Arc

and Falter; other colors are

Lightning, Viashino Outrider,

getting a much-deserved shot

at dominating the draft table.

One of the most popular terms in tournament Magic, beatdown can mean a variety of things....

with unending

flank knights in

anticipation of

Now, instead

Torch or Rolling

the Volcanic

of Kaervek's

Thunder, the

Geyser.

Beatdown v: To attack with most or all of your creatures

30



by Mark Rosewater

What's In: Foreign code names

In the past, code names of Magic sets have been named after everything from Macintosh sound files to imaginary coffee drinks. The newest trend is to pick a language and use it to name an entire cycle. The trend started during the tail end of the Urza's Saga cycle when the Urza's Legacy and Urza's Destiny card sets were code-named Guacamole and Chimichanga respectively. Next year's cycle uses Greek names (the large expansion is Archimedes) while the sets in the following year's cycle are all named after Chinese cities.

What's Out: Four-letter flavor text

Starting with the Mirage expansion, the flavor text team always included a four-letter piece of flavor text. Mirage had "Heel"; Visions, "BOOM!"; Weatherlight, "Ewww!"; Tempest, "Here"; Stronghold, "Mine"; and Exodus, "Stay." The team decided to end the trend in the *Unglued* supplement, setting "MOOO!!!" in extra-large type.

What's in a Name?

Every year, a few new mechanics are introduced. But the name used in development seldom ends up as the final name. Below are some mechanics as you know them, along with the name used in development:

URZA'S SAGA CYCLE

Echo: Flashcast (called planeshift in design) Cycling: Sliding Perpetual enchantments: Deathback

Names that didn't change: "Sleeping" enchantments, "free" spells

► TEMPEST CYCLE

Shadow: Etheric (called astral in design) Spikes: Amoebas Licids: Lice Keepers: Muses Names that didn't change: Buyback, Slivers, Oaths

Story of the Month: The origin of Life Leech

What? You've never heard of Life Leech? That's because the card was never made. It's known around R&D as the "most broken card ever made" in an actual design.

Flash back to three summers ago, when Mike Elliott, Charlie Catino, Richard Garfield, and I are designing *Tempest*. Mike Elliott was fooling around with spells that required the discarding of cards. This theme ran through the *Tempest* cycle but came to full fruition in the *Exodus* expansion. Mike came up with a black sorcery that allowed you to play a Drain Life by discarding cards.

Life Leech originally

cost and allowed a player to drain 2 life for each card discarded from his or her hand. Mike and I are playtesting one day. Playing second, I draw and play a swamp. I then play Life Leech and discard my whole hand. The score changed from 20-20 to 32-8.

We both sat in silence for a few seconds. Finally I said, "Wow, a turn-one, 24-point life swing. Now, I don't want to jump to conclusions, but my gut tells me this might possibly be broken." The card was changed the next day, although not before Mike built the most devastating Necropotence deck the world will ever—make that never—see.

Ch-Ch-Ch-Changes

Development version:

Printed version:

TREETOP VILLAGE LAND Treetop Village comes into play tapped.

◊: Add one green mana to your mana pool.

1 Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land. **Originally**, the "creature" lands in *Urza's Legacy* required colorless mana and a tap activation cost to turn permanently into creatures. The development team decided to alter the transformation from permanent to temporary. Here's why: **First**, it distanced these lands from the most recent creature land, *Tempest*'s Stalking Stones. **Second**, it allowed many of the interesting strategic tricks introduced by the granddaddy of creature lands, Mishra's Factory. **Third**, in a set filled with mana-intensive echo creatures, it made for some very interesting decisions in play.

Next, the team decided to make the abilities of the lands match the theme of their types of mana. Because Treetop Village produces green mana, the development team chose to beef it up to 3/3 and add trample. They decided to make green's land produce the biggest creature because creatures are green's specialty. Finally, to ensure that the land could only be played in green decks, green mana was added to its activation cost.



on't just play Urza's cards next time you play Magic. You can be Urza himself—or any of the eight Magic personalities brought to life in the fourth set of Vanguard cards this spring.

The new Arena season runs from April 2 until May 9 and uses *Vanguard* cards. The concept is simple. Players choose one *Vanguard* card and build a deck that complements it nicely. Then they face an opponent in a regular **Magic** match, with that *Vanguard* card acting as an indestructible "superpermanent."

How Vanguard works

The Vanguard card you choose affects the game from the start—bonuses or penalties to your starting and maximum hand size is in the lower right, and an adjustment to your starting life total is in the lower left corner. But the meat of the cards is the center text box; there you'll find abilities that let you deal direct damage, play extra cards, or otherwise alter the normal flow of play.

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Ashnod Whenever a creature successfully damages you, destroy it. Starting & Max Hand Size: +1 Starting Life: -8 Illus. Ron Spencer



Gix 3: Return target creature card from your graveyard to your hand. Starting & Max Hand Size: -2 Starting Life: +18 Illus. Pete Venters



Mishra Double all damage dealt by creatures you control. Starting & Max Hand Size: +0 Starting Life: -3 Illus. Anson Maddocks



Serra All creatures you control get +0/+2. Starting & Max Hand Size: +1 Starting Life: +1 Illus. Matthew Wilson



Tawnos You may play artifact, creature, and enchantment spells any time you could play an instant. Starting & Max Hand Size: +3 Starting Life: -4 Thus, Danato Giancolo



Titania You may play an additional land each of your turns. Starting & Max Hand Size: +2 Starting Life: -5 Illus. Rebecco Guay



Urza Tradeals 1 damage to target creature or player. Starting & Max Hand Size: -1 Starting Life: +10 Illus. Mark Tedin



Xantcha Sacrifice a permanent: Regenerate target creature. Starting & Max Hand Size: +1 Starting Life: +3 Illus. Heather Hudson

Who's in?

Think you've got the inside scoop on the Classic™ (Sixth Edition) card set? Okay, Nostradamus. Below is a list of forty cards. Twenty made the cut. Twenty didn't.

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Fold this in half and tape it together!



Contest Rules)-

No purchase required. Mail entries to "Who Made the Cut" Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. No mechanical reproductions of completed forms will be accepted, but you may photocopy the entry form before filling it out. All entries must be postmarked by April 10, 1999. Winners will be selected at random from among all correct and eligible entries by Wizards of the Coast ("Wizards"), at the offices in Renton, Washington, on or about April 28, 1999, and notified by mail within approximately thirty days of drawing. Entries will not be acknowledged, will become exclusive property of Wizards, and will not be returned. Odds of winning depend on total number of eligible entries received from

Odds of winning depend on total number of eligible entries received from all magazine contest entries. Grand Prize (1): 20 cards from this list that made the cut, framed and autographed by the design team. First Prize (5): A display box of *Classic* boosters and a *Classic* tournament pack. Second Prize (10): A *Classic* tournament pack and 10 *Classic* boosters. Prizes are not exchangeable, transferable, or redeemable for cash. No substitutions of prizes will be allowed should featured prize(s) become unavailable, except at option of Wizards. All entries and all rights relating thereto become property of Wizards of the Coast, and none will be returned. Applicable taxes and fees are the responsibility of winners. Noncompliance of time parameters or return of any prize or prize notification as undeliverable will result in disqualification. Contest open only to residents of the United States (except Rhode Island) and Canada (except Quebec). Contest not open to Wizards employees or their family members or affiliates. Contest is subject to national, federal, state, local, and provincial regulations and is void where prohibited or otherwise restricted by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission for Wizards to use, without payment, winner's name, photograph, or other likeness for purposes of advertising and/or promotions; that Wizards has not material contained in entry is original, public domain, Wizards-owned, or used with the unlimited consent of the owner and that it does not infringe on the rights of any other person or entity; an agreement to fully indemnify Wizards for all claims arising out of a breach of this warranty; and a full, unlimited, exclusive transfer of any and all rights in entry. To receive prize, winner may be required to sign waiver and release. Wizards is not responsible for illegible, incomplete, late, misdirected, lost, or postage-due entries. Wizards' decision is final with respect to all matters relating to this contest.

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IN THE CARDS



Card advantage is one of the fundamental

tenets of **Magic** strategy, and no one knows this better than Brian Weissman. Since becoming famous for "The Deck" back in the glory days of Classic (Type I), Weissman has built his reputation by explaining and espousing the doctrine that card advantage wins games.

Building on Advantage

The Cards in Your Hand Will Determine Your Fate

oday, you're Brian Weissman and you find yourself in the unfamiliar position of being unqualified for Pro Tour-Los Angeles. Grand Prix-San Francisco provides you with perhaps your last opportunity to qualify, so you want to make the most of it. However, many top Pro Tour players have made the trip to San Francisco to try to win some money. You're in 16th place after the first day of competition, which was an Urza's Saga Sealed-Deck format. Now you get to play six rounds of Urza's Saga Booster Draft before those eight invitations are awarded.

THE SETUP

After winning your first match, your second opponent is Pro Tour mainstay Darwin Kastle, who is currently riding a streak of three consecutive Grand Prix Top 8 performances. The matchup is blue/white versus blue/white. You feel confident that your deck has some pretty good weapons available for this match, but Kastle is a great player and you'll have to do everything right to beat him. cast a Pendrell Drake. His side of the board has Pendrell Drake, Sanctum Guardian, Disciple of Law, three plains, and an island. Kastle has four cards left in his hand.

RANDY DUTUL

Your hand is the most interesting part of the game. You've got two cards—Serra Avatar and Windfall. You are currently at 18 life and Kastle isn't applying any pressure, so the Avatar will be absolutely monstrous as soon as you draw another land (Kastle is at 15). However, Kastle just drew his fourth land, so he'll probably be able to play more than one card per turn for the rest of the game. The value of your Windfall will fall rapidly after this turn because Kastle will not have as many cards.

During his main phase, Weissman knew I was watching over his shoulder and he turned to me and said one word: "Dilemma." What would you have done in his place?

AND THE ANSWER IS?

This isn't really a tough dilemma for the king of card advantage. You should cast the Windfall (as Weissman did). Unless something really weird is going on, you know Kastle has



Kastle stalls at three lands for a couple turns, but your deck doesn't have nearly enough beatdown threats to punish him for that. On your sixth turn, you have in play two Angelic Pages (one enchanted with Hermetic Study), a Monk Realist (which blew up Kastle's Lilting Refrain), four plains (one of which you drew and played this turn), and two islands.

Last turn Kastle drew his fourth land and

four spells in his hand. Not only do you gain card advantage by trading two of your cards (Windfall and Avatar) for four new cards, but you almost certainly make Kastle's hand worse. To make things even better for you, your Serra Avatar will shuffle itself back into your library before you draw your Windfall cards, so it will still be available as a weapon later on in the game.

Things May Look Good ...

but Darwin's a seasoned veteran, so you

can expect some surprises.

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If you cast Serra Avatar, it might singlehandedly win you the game. However, if Kastle has a way to deal with it, your game is basically over. You're out of resources (cards!) and you're reduced to top-deck mode, just hoping to find something that will turn the game back around to your advantage.

THE OUTCOME

Here is what actually happened when Weissman cast the Windfall: Kastle discarded Humble, Path of Peace, Dragon Blood, and Congregate. He had two different ways to deal with the Avatar plus some other pretty powerful cards. By making the play that led to card advantage instead of taking a risky play that might have won him the game, Weissman vastly improved his situation and made it much more likely that he would win the game later on.

Weissman's new hand was two lands, Silent Attendant, and Morphling. Although I don't know the exact cards

IT'S ALL ABOUT ADVANTAGE

Card advantage is a fairly straightforward idea. The basic resource of the game is cards. We each start with seven of them and we each get to draw one per turn. The idea of card advantage is that if you can somehow use one of your cards to neutralize two of your opponent's cards, or if you can draw more cards than your opponent does, then you gain an advantage-card advantage-over your opponent. If you get far enough ahead on card advantage, you should win the game. That's the theory, anyway.

The card advantage theory doesn't always work in practice. Cards like Ball Lightning and Fireblast are notorious for throwing away card advantage, but are, nevertheless, very powerful ways to win a game. That's because these cards generate "time advantage"-they bring your opponent closer to death.

Most cards that merely generate time advantage aren't very powerful. Curfew is a good example of this. Whenever you and you have a Fireblast in your hand, you don't care if you use up three of your cards-the game is over! Similarly, you don't care if several of your creatures die in an all-out attack if the attack will defeat your opponent (or be close enough that a similar attack next turn will finish the job).

When given the choice between playing for card advantage and playing for time advantage, you have to evaluate what's happening in the game. If your opponent is near death or your play will put him or her there, you probably want to play for time advantage. However, in the Weissman/Kastle match we looked at above, that just isn't the case.

The time advantage play is to get Serra Avatar into play as quickly as possible and beat Kastle in the head with it. However, Weissman knows Kastle might have an answer in his hand and, more importantly, this is Weissman's last chance to generate serious card advantage with Windfall. So he (correctly) made the card advantage play.



cast Curfew, you usually use up one of your cards (Curfew), but don't eliminate any of your opponent's cards. Sometimes people take advantage of the fact that Curfew is an instant by casting it in response to an opponent's creature elimination spell (thus saving the creature and annoying their opponent by making him or her pick a creature up). In those cases, Curfew generates card neutrality (you used up a Curfew and your opponent used up a creature removal spell) instead of card disadvantage, which is why those are the only times Curfew seems good.

Occasionally, the time advantage play is the right play. If your opponent is at 4 life

MAKING THE RIGHT CHOICE

Most well-tuned constructed decks concentrate on winning either through time advantage or through card advantage, but rarely do they win through a combination. However, in Limited formats (Sealed and Draft), these sorts of questions come up all the time. I think the best Limited players are exactly

those players who know when to go for the throat and when to solidify their position to help ensure a victory later in the game. At Grand Prix-San Francisco, Brian Weissman proved he belongs in that category. 🛛 🌞

If you want to read more about Randy's thoughts on card advantage and time advantage, check out his Strategy Guide to Classic (Sixth Edition), due out in May. And, of course, if you see an interesting situation that might make a good subject for this column, feel free to email Randy at <buehler@stargate.net>.

Having more cards is better than having fewer. Brian avoided a "top deck" situation and some future headaches.

that Kastle drew, it's almost impossible that his new hand was better than Humble, Path of Peace, Dragon Blood, and Congregate.

The Morphling "wrecked house" and Weissman won the game about six turns later. Weissman also won game two to take the match and four rounds later found himself in 10th place at the end of the tournament. He didn't get to compete for the big bucks on the line in the Top 8, but since two people in the Top 8 had already qualified, Weissman will be competing for the even bigger bucks available at the fourth Pro Tour-L.A.

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DECK DECONSTRUCTION

NY BETH "DETHMO" NOURSUND



days of "The Deck

Back in the

(an early blue/white control deck that relied on a couple of Serra Angels as its only damage sources), blue/red provided a (less popular) alternative control archetype. These blue/red variants used countermagic, red damage spells, and a few red fliers like Shivan Dragon or Roc of

the game and deal the deathblow.

Kher Ridges to control

CounterPhoenix Rises

You Can Control and Punish with This Deck

ear the end of the 1998 Pro Tour season, a new blue/red control deck emerged featuring Shard Phoenix. The Phoenix doubles as a flying creature and a reusable small Earthquake. Combined with Forbid and a large mana supply, Shard Phoenix can also form a near-lock. The "CounterPhoenix" deck became popular in Rath Cycle tournaments, but versions of it have done well in Standard.

BUILDING THE DECK

A Phoenix deck must, of course, have Phoenixes. You don't want a Shard Phoenix in your opening hand, but you need one as soon as you have five mana. Most players use four, but some drop to three, especially if they use a lot of library-searching or card-drawing cards.

In many versions, Shard Phoenix is the only creature. However, some players (including columnist Randy Buehler) swear by Mogg Fanatic as a second creature. Part of the choice depends on the environment you expect to encounter. Against weenie and Sligh decks (especially Goblin Lackey variants), Fanatic is very strong. Also, Buehler points out that a few Fanatics give you enough creatures to create a Portcullis lock, which can shut down a Recurring Nightmare infinite-mana deck. In his current CounterPhoenix deck.) Buehler runs three Fanatics, plus another Fanatic and three Portcullises in his sideboard.

Next you need countermagic, and a lot of it. Just about everyone uses four Forbids and four Counterspells. Mana Leak is also popular, and most versions include two to four. After that, decks start to diverge. Some players stop right

> Under the new Magic rules, CounterPhoenix will become stronger...

there, with as few as 10 countermagic spells in the deck. Others include as many as 18.

Some CounterPhoenix players swear by Force Spike, because it stops early creature plays (especially the dreaded first-turn Goblin Lackey) and can be used as Forbid fodder later in the game. Others, though, feel Force Spike doesn't work well in the overall deck strategy, and that Mogg Fanatic is better against first-turn creatures.

Dismiss is also controversial. It's too expensive to play early, but when you have plenty of mana late in the game, it's free...even though spending that extra mana may prevent you from recursing a Phoenix for a turn. Still, many players find two Dismisses worth including. Rewind creates a similar quandary: too expensive for the early game, but very nice to have in the midgame (and not bad late in the game). A number of decks use two Rewinds.

REMOVAL AND MANIPULATION

Next come the damage spells. Shock is a clear favorite here, and almost all versions include four. For some decks, that's enough. Other versions gain more firepower by adding one to four Incinerates or Kindles. Some also include one or two Earthquakes or Steam Blasts to help control any early creature rushes before the Phoenix can emerge. Decks light on countermagic will need more damage spells because the player can't counter many creatures. Many deckbuilders also include Nevinyrral's Disk and Capsize to deal with the permanents that they can't destroy with red damage.

Library manipulation spells comprise the final spell group. Intuition is the favored spell and most versions of the deck contain three or four. The big debate here is over Whispers of the Muse and Brainstorm. Some players swear by Whispers for late-game card advantage. Others find that they almost never play Whispers with buyback because they use their mana to replay the Phoenix, so Brainstorm gives a better effect for the same cost. It seems to come down to play style. Try each of them and see which one works better for you—then use three or four copies of your choice. Some players also include a Scroll Rack or two.

MANA HUNGRY

The rest of the deck is lands. CounterPhoenix is a very manahungry deck, so you need a *lot* of lands. It takes five mana just to get your Phoenix into play, and later you'll want to play or recycle the Phoenix and still keep mana open for countermagic. Some versions of the deck run up to 30 lands—that's half the deck! Twenty-six seems to be the minimum recommended by top players, though some tourney reports have shown players successful with only 24 lands.

Playing this many lands means you'll end up with a land glut later in the game, but you can always use extra lands to buyback Forbid. Most players use eight mountains, four Reflecting Pools, and finish off with islands. Some players substitute Caldera Lakes for a few of the islands and some swap out Reflecting Pools, either for Caldera Lakes or more basic lands, to avoid mana problems in the early game.

PLAYING THE DECK

Much of the advice I've given for any control deck applies to CounterPhoenix: play defensively, don't panic at early life loss, save most of your instants to play during your opponent's turn, counter "threat" spells and let less threatening ones resolve, study the field so you'll know your opponent's deck well enough to know what the real threat spells are, bluff, and so on.

However, CounterPhoenix does have some distinct features that require different treatment from the more defensive blue/white or mono-blue control decks. First, creatures aren't as threatening. You have damage spells to take out individual creatures, along with Phoenixes, Disks, and possibly Earthquake or Steam Blast for mass creature removal. A careful opponent may avoid playing many creatures at once...but this actually helps you because it prevents swarm tactics that often take down pure permission decks.

Then there's Shard Phoenix. The Phoenix will be your eventual route to victory, 2 damage at a time. Your opponent can kill it, but it just keeps coming back for more. If your opponent plays creatures with flying or large creatures, you may need to combine Phoenix damage with direct damage from spells to clear a path, but your resources are renewable, so you'll get through eventually.

With sufficient mana, a recycling Phoenix and your one-cardper-turn draw allows you to cast Forbid with buyback every turn. When you can counter one of your opponent's threats every turn, you have yourself a fairly efficient lock. With two Phoenixes, you can reserve one for Forbid while using the other to whittle away your opponent's life. If you have only one Phoenix, you may want to keep it in your hand when you don't have many other cards to toss for Forbid. If your opponent holds off casting spells to build up enough to get one past your countermagic, this gives you more time to draw additional counterspells and perhaps another Phoenix.

LOOKING AHEAD

When the new Magic rules go into effect in June, Counter-Phoenix will become stronger in some ways and weaker in others. Changes in the combat rules significantly increase the value of creatures that you sacrifice for an effect. You can attack or block with the creature, assign combat damage, and then sacrifice it (both dealing damage *and* getting the effect). This means a Mogg Fanatic can kill a 2/2 creature (or two 1/1s), and Shard Phoenix can block and then be sacrificed to take out a 4/4 non-flying attacker.

However, the Forbid tricks that help this deck lock opponents down become less effective. Your opponent can respond to your Forbid-with-buyback by playing an instant and you won't be able to use that Forbid to counter the second spell, because it won't return to your hand until it resolves. It will be interesting to see how these factors balance out, and whether the deck ends up becoming more or less popular.

Like the mythical bird that Shard Phoenix is named for, BethMo rises from the ashes of each set of rules changes to control the nest of Magic rules.



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LIMITED RESOURCES



for the big show. That is right, you're going to the Pro Tour to draft against

the top brass. You feel confident after a ton of practicing with your comic shop buddies before the big event. But there's more to drafting than just knowing the cards.

Tightening Your Draft Strategy

To Succeed in Draft Magic, You Have to Play the Table

t's your first day at your first Pro Tour event...you look up at the draft pairings and your dreams of making the cut disappear. You find yourself sitting between Jon Finkel and Casey McCarrel. You try your

hardest but end up going 1–3 and drop, deflated. A few hours later, you roll into the side events room and get into a new draft. This time you don't recognize a face at the table and go 2–1, losing a close third game to a crazy mono-red deck in the last round.

Whenever you play in a high profile event, you're probably in a tight draft.

DRAFT FAVORITES!



What was the difference between these two drafts? Could you have drafted better during the main event, even though you were being squeezed by the best in the world? Or was it just impossible to get good "looks" during that draft? Further, did you best exploit the conditions at the second draft? This article will try to answer both questions by discussing what to look for when drafting and how to optimize your "looks" in both loose and tight drafts.

THE TIGHT DRAFT

What is a tight draft? Well, whenever you play in a high profile event, whether it's a Qualifier tournament, a Grand Prix event, or the *Duelist* Invitational, you are probably in a tight draft. Normally, good players won't let good cards drift too far down the table, so you won't be able to sit back and take all the good cards. Instead, your options will be limited by the drafting skills of the other players in the draft.

Other conditions can also make a draft tight. For example, if the player to your right is "hating" you (taking cards that won't go in his or her deck but could go in yours), you'll find it difficult to pull the cards you need in the colors you have chosen. In addition, when the card pool is weak, the draft will tighten up as all the players try to draft the few available bombs (gamebreaking cards).

HOW TO EXPLOIT THE TIGHT DRAFT

When you find tight conditions at a draft table, you must commit to your colors early. If you pick Pestilence first in a Rochester Draft, you must be willing to take a much worse black card second or you will disrupt the draft by confusing the player to your left. If you instead take a good white card over a decent black card, and continue to take the best card available rather then the best card in your colors, you force the player to your left to move around too much trying to compensate for what you are doing.

The player to your left will struggle to find his or her colors because that player's natural instinct will normally be to accommodate you if he or she can draft colors you aren't drafting (it's really in his or her best interest). By spreading your picks over more than one or two colors



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early on, you probably won't end up with enough quality cards and your deck will suffer.

Good players rarely let good cards float, so you must maximize your chance of playing practically every card you draft with your quality early picks. If you stick with one color early on, you maximize the chance that you will later get good cards in that color from the player to your left. I call this "implicit collusion." You and your neighbor are making a silent pact to help each other by not taking the same colors. Offer this pact early and often. It will rarely be refused.

Less experienced players (or those who might have different agendas) may draft more loosely.

THE LOOSE DRAFT

In stark contrast to the tight draft, loose drafts usually have a lot of players who don't draft much or have different agendas. You may see some players "rare-draft" (trying to grab all the rare cards instead of trying to make a good deck). The quality of their decks is a secondary priority to these players. If the prize for winning the draft is less than the value of an excellent rare card like a Mox Diamond or a Ring of Gix, there's a good chance you are sitting in a loose draft.

Likewise, a table filled with young players, or people wearing Legend of the Five Rings T-shirts, will more likely than not generate a loose draft. Don't get me wrong—not everyone under 15 or players who belong to a "clan" are loose drafters. However, more often than not, recreational players will draft for fun and look for combo ideas rather than try to force their colors through.

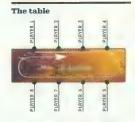
Other conditions that are warning flags of a loose draft are a weak card pool, the absence of counterdrafting, or a newly released card set (because players will not yet know which cards are bombs or which colors are most powerful). If you ever see bomb cards in sixth or seventh position in a Booster Draft, you're probably in a loose draft no matter what other factors indicate.

HOW TO EXPLOIT THE LOOSE DRAFT

Meandering through the draft is usually disastrous in a tight game, but trying to force a color too hard can be equally disastrous in a loose draft. Here's why. When you force a color in a loose draft, you may well end up with the lion's share of that color, but that probably won't be good enough to go 3–0. Some guy or girl sitting across from you has been looking at insane white cards while you've been forcing black and is staring at multiple Pacifisms, Sanctum Custodians, and a sixth-pick Elite Archers. That player will beat you because he or she will be the only player with quality cards in that color.

In a loose draft, only two to four people will be drafting the

Draft 101



Details and Complications:

- Some tournaments don't allow the handling of your deck while drafting. You may only review your selections between boosters.
 In Rochester draft, each
- single booster is drafted face-up on the table.
- The player to your right will have more impact on your choices than the player on your left. Only one of the three sets of passes is done counterclockwise.

- You and each of your opponents receive three boosters.
- You each open your first booster and select one of the cards within. Pass the remaining 14 cards to the player on your left (clockwise).
- Review the 14 cards you just received and select one card. (The colors the players to your right draft will greatly impact your choices.) Pass the remaining 13 cards to the player on your left.
- Repeat this process until all the cards are gone. By the ninth pass, you should see the remnants of your first booster.
- 5. Open the second booster and repeat the process, passing to your right (counterclockwise). You are now greatly impacting the options of your right neighbor. By not counterdrafting, you agree to a mutually beneficial arrangement.
- 6. When those cards are gone (15 passes), you open your third booster and pass to the left again until all the cards are gone. You should now have 45 cards.
- You may get as many basic lands from tournament organizers as you desire to fill out your deck.

quality cards, so there is a high probability that some color will be almost untouched by everyone at the table. The person who finds that color and then drafts it strongly will probably win the table 3–0, often with a mono-color deck. Be that player.

Your first three or four picks should be exploratory choices while you wait to discover which color will have the bombs during picks four through six. Whenever you see two excellent cards of the same color, like Arc Lightnings, in both the fourth and fifth positions, take them. More red is on the way! Snagging the bombs during this part of the draft will give you the best chance of being the player to monopolize one color and get the best picks in the second and third rotations.

So instead of your first and second picks being key (as in a tight draft), in a loose draft, picks four through six are your moneymakers. If you understand that, you'll win these loose drafts with regularity.

PRACTICE MAKES PERFECT

The most important aspect of drafting is to have enough experience to recognize the type of draft. Sometimes it will be obvious but other times you will find yourself unsure about which type of draft you've gotten involved in. Even at Pro Tour events, I have been shocked by finding extremely loose conditions. The best way to get better is to practice, practice, practice. By drafting on different days with different people of varying skill levels, your learning curve will shorten. Through this experience, you'll be able to identify the major conditions of the draft and react quickly enough to take advantage of the situation. Good luck and have fun.

At the Duelist Invitational, Brian Hacker had to determine the conditions of the Saga–Legacy Booster Draft while Pro Tour pundit Chris Pikula kept both tables laughing with his comments and antics. Brian fared well, going 2–1 in the draft.

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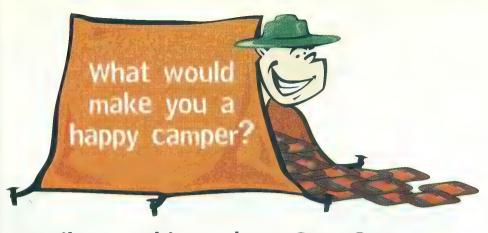
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Magic All-Stars Descend on Barcelona for the Third Annual *Duelist* Invitational

Magic on the Me

by Chris Pikula

here are a lot of great things about the *Duelist* Invitational—exotic locales, a relaxed atmosphere, and the chance to design a **Magic** card. I guess the main perk for me is getting to travel somewhere cool with your friends for free. It's hard to have a bad time when someone else is footing the bill.

Unlike at a Pro Tour event, the players at the *Duelist* Invitational have time to appreciate their surroundings. There are tours, whole days with nothing planned, and only five rounds of play on the tournament days. At Pro Tour–Paris I never even saw the Eiffel Tower. But in Barcelona, I got to see some sights—mostly big churches, buildings that look like they're melting, and old military installations.

The Journey

I flew from New York with David Price and the great Jon Finkel. Our flight went through Amsterdam where many of the Invitational-bound players and *Duelist* staff caught a connection to Barcelona. I'm probably the best planesleeper on the Pro Tour. But sleep is tough when you sit next to Finkel. Get him on a plane and he wants to play any and every **Magic** format possible. If you only have *Homelands* cards, he'll play an all-*Homelands* game.

We got to Amsterdam and everyone was happy to see everyone else. Whenever a new group arrived, you'd hear, "Hey, how are you?" followed by, "You wanna do some drafting?" and "Man, I hope Mike Long doesn't win." We also grilled Mark Rosewater on *Classic* (Sixth

SterraneanLong Odds Come Through in Barcelona

Edition) rules questions, and I attempted to have a vote to reinstate the Mirror Universe kill (which doesn't work as well when you instantly die at 0 life).

Sigura

Pre-Tourney Action

Learning how to eat dinner in strange lands is never easy for Magic players. Evidently restaurants in Spain open at 9 P.M.-about two hours after we showed up for our first evening meal. Some people spent time in a nearby drinking establishment, but most of us just stood in the cold and talked Magic. After 30 minutes we realized we didn't have to stand in the cold, and went back to the hotel to talk Magic. Once the restaurant opened, Dave Price and I began the painful ritual of finding vegetarian food in Europe.

On Wednesday we piled into a bus for the planned tour organized by Bruno from Wizards' Belgian

by Will McDermott

Qarwin

quel...er,

hree days, five formats, and 15 rounds of head-to-head action at the 1999 Duelist Invitational came down to a Classic best-of-five match between a (somewhat infamous) legend of Magic and the 1998 European Champion.

here are the 16 players invited to this year's Invitational (in no particular order), a veritable who's who of the Magic world. David Price The Beatdown King really needs no introduction. This guy casts Goblins like it's nothing. Jon Finkel Another household name. Still the best Magic player in the world, if I had to bet

Sigurd Eskeland

Sigurd is one big Viking. A **Magic** great, I don't think he's ever recovered from the beating of a lifetime he received at the hands of Team Deadguy at the 1998 Worlds.

Darwin

1111

Kastle Darwin was one of the favorites because nobody prepares for the Invitational the way he does. Last year he tore through his opponents. Of course, Darwin Kastle is not his real name—It's Miguel Sanchez.

Geertsen

Svend was dubbed "Foreign Jank" at Pro Tour-Paris after a runin with Brian Hacker, and he re-Janked Hacker at last year's Invitational. We hoped Svend would be friendlier to Brian this year. Brian Selden

Sturla Bingen

Norway's economy-

model Magic player.

Sturia is a great guy

and very underrated as

a player by Americans.

O'Mahoney-

Schwartz Steven

puts up amazing finish-

es in Magic events not

States and is famous

for not having built a

deck since the spring

Brian Hacker

Brian has surprised

sudden ability to build

powerful Constructed

everyone with his

decks. He casts

Yawgmoth's Will

more often than

Price casts Goblins.

held in the United

of 1977.

The Champ.

Steven

Satoshi Nakamura

Satoshi is known for wearing hats, and not hats like the ones Brian Selden and I wear. I'm talking HATS:

Matt Place

Most of us didn't know Matt still played **Magic**. He has a great **Magic** mind and would be simply amazing if he again put an effort into playing. Matt also possesses an evil, quiet, sarcastic wit.

Jakub Slemr Jakub was the final obstacle run over by the Darwin freight train last year. I'm sure he was looking to move up a spot this year.

Olle Råde Olle Råde was the highlight of the Invitational as far as I'm concerned. He may be the funniest man in Scandinavia.

Randy

Buchler It is said Randy plays Magic 70 hours a week. But that only leaves 98 hours for meals and Sportscenter, so I'm dubious. Randy's preparation for the Invitational probably matched Darwin's.

Mike Long

Ah, Mike Long. Mike has been compared to evil men throughout history and literature. If the Nazgûl were real, they would work for Tongo Nation. Mike and I are known not to enjoy each other's company, but I hoped there would be no controversy. Can't we all just get along?

Chris Pikula

Sure I play **Magic**, but did you know that Aziz Al-Doory and I were pro wrestling's British Bulldogs?

Invitational We hoped

hile recording match results near the Long/Geertsen table, I noticed Svend Geertsen play a Terror on Mike Long's Merfolk Looter. Mike asked Svend when he was using the Terror. Svend replies, "Before you discard."

Mike asked, "You mean before my discard phase?" Svend said something I couldn't make out and Mike repeated the question.

Now, the *Duelist* Invitational was run under *Classic* (Sixth Edition) rules, and discarding happens during the end phase. "Mike," I say, "There's no discard phase in Sixth Edition."

Mike then rephrased his question. "Do you mean before my end phase?"

Svend shrugs and said, "Yeah, I guess."

Mike then says, "Okay, it's still my main phase," and proceeds to play a Winter Orb (after Svend had tapped his mana for the Terror).

Svend looked at me with what I interpreted as an "I messed up,



They certainly don't LOOK like controversial cards.

didn't I?" look. He didn't say another word and simply returned to the game, untapping one land to start his next turn.

I learned later that Svend got confused by my clarification. He assumed that under Sixth Edition rules he couldn't Terror Mike's Looter during a time that wouldn't jump Mike back into his main phase when in fact you can perform actions during the discard step, which happens during the end phase. Unfortunately, Svend didn't ask for clarification during the match, so the Winter Orb stayed in play. office. Bruno will no longer be organizing European tournaments and will be sorely missed. The tour was quite long, and Vicky Korstanje of the European *Sideboard* magazine demanded lots of pictures. We were all tired of them by the end, but I doubt any **Magic** player can say no to Vicky.

After the tour, there was another dinner. I saw many of the nonvegetarian players requesting vegetarian food. Tentacles aren't that appetizing, it seems. After dinner we went back to the hotel and did some Rochester drafting. After the draft, I started to worry about a Classic deck (nothing like having a good set of priorities).

The Tourney Begins

Day 1 started with Duplicate Limited (see "House Rules" on page 22 for a description) and continued with two rounds of Classic play. I wasn't exactly excited about the Duplicate card pool, and built a black/green deck I thought had a strong enough creature base to overcome the combos Mark Rosewater built into the set. But I went 1-2 in this format, losing a frustrating match to Sturla Bingen's three-card combo and amazing top deck ability.

The highlight of this format was Randy Buehler's 0-3 performance. Randy built a remarkably poor deck, and then blamed Mark Rosewater. Randy claimed, "I built my deck assuming Mark had made all the colors even, but I forgot that Mark isn't very good at Magic." Good call, Randy.

The Classic round was scary for me because I hadn't played Classic in so long. I just used the same deck I've always played in Classic. I beat Sigurd Eskeland's Academy deck 2-0 in the first round, after which Sigurd declared my deck was "terrible." He didn't comment after he lost three more. The second round of Classic was the dreaded Mike Long confrontation. We actually had a good, friendly match (I lost 2-0). The games were close and exciting. So I ended Day 1 at 2–3. Normally this would upset me, but with Randy at 1-4, who could be sad?

The rest of Thursday evening is a foggy memory, but I remember a lot of running around trying to find bizarre cards as we all tried to construct two new decks for Day 2. Active Volcanoes and Flash Floods were the hard-to-get cards of the tourney, because nearly everyone wanted to play one or the other in the Refined Extended format. I literally had eight of each of these cards flown in from France. After my new decks were solidified, I played in some team booster drafts.

The Spectators Arrive

Unlike last year's Invitational in Rio, this year's tournament lacked spectators. This started to change on Friday-many Magic enthusiasts got into town for the Grand Prix event. Friday was the best day of the trip for me. I went 3-0 in the Refined Extended format using Dave Price's Goblin deck, sandwiched in between wins in Classic and Standard play.

To make my day even better, Adam Katz-one of my favorite American Magic players-showed up. Adam

Duplicate Limited

The first format sported a Limited set of 100 cards that included about 25 unique cards created just for the tournament (see "House Rules" on page 22 for a peek at the cards). Each player had to build a deck from this pool of cards and use that deck for the first three rounds. Amazingly, most of the players decided that blue/black was the best color combination (eight of the 16 players played blue/black decks and only three players did not play black at all).

However, Mike Long defied the field and played a blue/white control-oriented deck that used the "perpetual" enchantment Brilliant Halo and two Licids (the white Banding Licid and the blue Phasing Licid) to enchant opposing creatures again and again so his Rootwater Matriarch could then steal them. Mike stole his way to a 3-0 record in Duplicate Limited, dropping only one game in the process. Using one of the eight blue/black decks, Sturla Bingen also went undefeated at 2-0-1 (drawing against Brian Selden).

Mike Long

- Blue
- 1 Hakim, Loreweaver
- **1** Memory Lapse
- 1 Phasing Licid*
- **1** Power Sink
- 1 Ripple*
- 1 Rootwater Matriarch
- 1 Scrivener
- 1 Teferi's Thalakos Subjects*
- 1 Thalakos Lancer*
- 1 Thalakos Seer

White

- 1 Banding Licid*
- **1** Brilliant Halo
- 1 Change of Heart
- 1 Clear

Clas

No need for explanations here (unless you're completely new to Magic). The Classic format (sometimes called Type "Fun") lets you use nearly all the cards ever printed (over 3,500 different cards now). Even the most absurdly powerful cards are allowed (at one per deck) and the games often come down to which

- 1 Disciple of Grace
- **1** Flanking Knight*
- 1 Intrepid Hero
- 1 Marble Titan
- 1 Monk Idealist
- **1** Serene Offering
- **1** Silent Attendant
- 1 Soltari Sergeant*
- 1 Spirit Leech*
- 1 Warrior en-Kor
- Lands

8 Island

10 Plains

Sturla Bingen

Black

- 1 Crovax the Cursed
- 1 Dauthi Knight*
- **1** Diabolic Edict
- **1** Flesh Reaver
- 1 Funeral March
- 1 Grollub
- 1 Mind Maggots
- 1 Shadow Licid*
- **1** Skirge Familiar
- 1 Speedy Zombie* **1** Spinal Graft
- 1 Wave of Terror

Blue

- 1 Hakim, Loreweaver
- **1** Memory Lapse
- 1 Mirozel
- 1 Phasing Licid*
- **1** Power Sink
- 1 Ripple*
- **1** Rootwater Matriarch
- **1** Scrivener
- **1** Skyshroud Condor
- 1 Teacher*
- 1 Teferi's Thalakos Subjects*
- 1 Thalakos Seer

Lands

- 9 Island
- 8 Swamp

player can play the most cards on turn one (a number that can easily hit double digits). This is Magic at its wildest.

The wild man of Rio last year, Darwin Kastle, ruled this format along with this year's finalist, Sturla Bingen. Both players went 3-0, but Kastle never dropped a game, and so became the King of





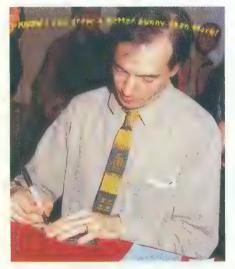




"I remember you now, you used to wear a bow tiel" Mark Rosewater makes a call in Bingen's favor. Mike listens patiently.

had perhaps the best idea of the week—Pizza Hut. So after our "grueling" five rounds were finished for the day, Adam, Dave Price, Olle Råde, and I headed off for the Hut (unsure about where we were going). On the way we met a lot of people who didn't speak English, passed the fine (Adam's opinion) establishment of Erotic World about 12 times, and nearly ate at the dreaded Pizza Wok before finding Pizza Hut.

This was the most entertaining meal of the week, as Olle kept me laughing with his impersonations of **Magic** players and his analysis of the infamous "Wall of Boom" deck. Adam came through by getting plates—in Spain you apparently don't get plates unless you ask for them. Resisting the allure of Erotic World, we made it back to the hotel, ready for more drafting.



Who let THIS guy in!?! As dictated by Barcelonian code of honor, Richard Garfield submits himself to some handwriting analysis.

Worst Case of Mana Burn Ever

Going into the last day, the standings at the top were tight. Sturla was in the driver's seat, and Mike Long and I were fighting for second. The first three rounds of the day were Booster Draft, using one *Urza's Saga* booster followed by two *Urza's Legacy* boosters.

The draft was cool for two reasons: We were drafting brand-new cards we had never seen and we knew we would not play the people sitting next to us at the draft table. This led to some interesting draft strategies. Mike Long passed Randy Buehler a lot of powerful black cards. Randy repaid the favor by using his black/blue deck to defeat Sturla.

The draft was a lot of fun for me as well, because Mark Rosewater let me get quite vocal about certain cards during the draft. I think my various sound effects entertained Will McDermott to the point of girlish giggling. I drafted a solid red/green deck, and went 3–0. Mike lost to Sturla, which moved me into second place as we went into the final two rounds of Standard play.

You really couldn't create a better storyline. With Sturla assured one spot in the finals, it was me versus Mike Long for the other spot. My last two matches were against Svend Geertsen and Brian Selden. If I beat them both, I was in for sure. I was playing a Hatred deck in which I had confidence and riding an eight-match winning streak. Mike Long was playing Merfolk and would have to play two Necro decks (Brian Hacker and Svend). Everything seemed perfect. And then I screwed up.

This is a basic rule. Cast Priest of Gix first. It just makes sense. You get the mana right back. I meant to cast Priest and then Cursed Scroll and

Blood Pet, suffering one point of mana burn. Instead I cast Cursed Scroll first and burned for two. Thus, I couldn't play Hatred for 18 on my 2/2 Blood Pet the next turn. Svend dropped a Nevinyrral's Disk and went on to win the match. Hacker beat Mike, however, so all I had to do was win my last match.

Unfortunately, Brian Selden was playing the most ridiculous deck I've ever seen. After going 0–4 on the day, the champ let me play exactly seven turns in two games.

Shortly thereafter, Mike beat Svend in a game that was more controversial than it should have been. Mike pulled an old-school trick on Svend and Svend fell for it. (See the "Invitational Incident" sidebar for details.) So, I was out and Mike was in.

What do you do at a time like that? You go to Pizza Hut. But it couldn't be that simple. There's always one meal at a **Magic** event that transforms from "me and some friends (Dave Price and Olle Råde) going out to eat" into "me and the entire **Magic** community swarming a restaurant." This was that meal. Still, this meal reinforced our feeling that Pizza Hut was indeed the finest dining in Spain.

Mike Long and the Last Supper

As you should know by now, Mike Long won the 1999 *Duelist* Invitational. I didn't watch the finals. I would have found it excruciating. I spent most of the day gunslinging with my Classic deck. I even got to use my Mirror Universe (they still use *Fifth Edition* rules in the real world) and it felt like old times. I also checked out the Grand Prix action, catching the all-Legion semifinals match between Raphael Levy and Alex Shvartsman.

The big event of the day was the late, late dinner for everyone involved with the Invitational and the Grand Prix. Adam Katz and Rudy



"Who you callin' a turtle-necked Spaniard!?!" Brian Selden was found here gunslinging with a ferocious-looking local.

Edwards even weaseled their way into this dinner. We all piled into a bus and started to drive and drive and drive. I don't know much about Spain's geography, but I don't recall a weird and scary jungle located an hour's drive from Barcelona.

Eventually we got to a villa-turnedrestaurant that must have been the only civilization for 50 miles. The dinner conversation was mostly about movies. Everyone was shocked and disturbed at Rudy's dislike of *Fargo*. Dave and I managed to get some cheese omelets which were quite tasty.

The long ride home featured more

Classic at the 1999 Invitational. However, Kastle's crowning moment was beating Mike Long—for the first time in Kastle's career—in a battle between two Necro decks. Kastle won in two straight games.

Using his Tolarian Academy/Capsize/ Candelabra of Tawnos deck, which would take him to the brink of victory in the finals, Bingen also went 3–0. He dropped one game against 1998 Pro Tour Player of the Year Jon Finkel, thus marring his perfect round.

Darwin Kastle

Spells

- **1** Ancestral Recall
- 1 Balance
- 4 Dark Ritual
- 1 Demonic Tutor
- 4 Duress
- 1 Gorilla Shaman
- 4 Hymn to Tourach
- 4 Hypnotic Specter
- 2 Juzám Djinn
- 4 Necropotence
- 1 Time Walk
- 4 Yawgmoth's Will

Artifacts

- 1 Black Lotus
- 4 Lotus Petal
- 1 Mox Jet
- 1 Mox Ruby
- 1 Mox Sapphire
- 2 Nevinyrral's Disk
- 1 Zuran Orb
- Lands
- 4 Badlands
- 1 Library of Alexandria
- 4 Scrubland
- 1 Strip Mine
- 4 Underground Sea
- 4 Wasteland

Sideboard

- 1 Blue Elemental Blast
- 4 Diabolic Edict
- 2 Disenchant
- 2 Hydroblast
- 1 Nether Void
- 3 Pyroblast
- 2 Serrated Arrows

Refined Extende

The very first Pro Tour produced the New York Extended format, in which players had to construct decks using at least five cards from all the available Extended sets (everything from *The Dark* onward). Well, there are now 15 expansions (if you count *Chronicles* but not *Third Edition*), so if you use exactly five cards (no more, no less) from each of the 15 expansions, you get 75 cards (a 60-card deck and a 15-card sideboard). That's what Mark asked the Invitational players to do in the first major tournament to force players to play with *exact-ly* 60-card decks.

In this odd format, Chris Pikula used one color (red—what else for a Deadguy?) to post a 3–0 record, beating his opponents down with lots of Goblins from various expansions, along with Ball Lightnings from *The Dark* (of course). Pikula plowed through Hacker and Buehler without batting an eye, but almost got derailed by Matt Place, who won the first game and almost stopped Pikula's hordes in the second and third games. But Goblin Grenades and Fireblasts finished the job in both games, securing Pikula's win in this format.

Bingen and Long also went 3–0 in this format. These two eventual finalists used similar mono-blue decks to post perfect records. However, Pikula's opponents had better records, so the Deadguy won the round on the tiebreaker.

Chris Pikula

Spells

- 4 Ball Lightning (The Dark)
- 3 Death Spark (Alliances)
- 4 Fireblast (Visions)
- 1 Goblin Digging Team (Chronicles)
- 4 Goblin Grenade (Fallen Empires)
- 4 Goblin Lackey (Urza's Saga)
- 4 Goblin Vandals (Weatherlight)
- 4 Lightning Bolt (Fourth Edition)
- 4 Mogg Fanatic (*Tempest*)
- 4 Mogg Flunkies (*Stronghold*)
- 4 Woyy Hunkles (Sublighton
- 4 Raging Goblin (*Exodus*)
- 1 Shock (*Stronghold*)
- 1 Viashino Sandstalker
- (Visions)

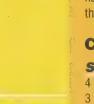
Artifacts

1 Cursed Scroll (Tempest)

Lands

- 5 Mountain (Ice Age)
- 5 Mountain (*Mirage*)
- 1 Mountain (Fourth Edition)
- 5 Mountain (Fifth Edition)
- 1 Mountain (Urza's Saga)







talk (yelling) about movies, but this time there was a new voice. Skaff Elias was making his presence known—and nothing could have made me happier. Whenever anything goes wrong in the world of **Magic**, Skaff is like a big, hairy, vulgar angel who can save the day.

Need to play an *Arabian Nights/ Antiquities/Fallen Empires* draft? Skaff can get you the packs in nine minutes. Need a card banned? Skaff will ban it post-haste. Let me tell you something else about Skaff: The man knows movies. Some of us are currently planning the Skaff Invitational, which involves Wizards of the Coast flying us to Skaff's house to watch movies. We'll pay for our own meals. Really.



"I got a rock." Grand Prix winner Kai Budde and Invitational champ Mike Long pose with their fancy new paperweights.

A group of us stayed up all night at the hotel talking about movies and **Magic**, establishing two things: Time Spiral is a nightmare and Darwin really liked that scene in *Bound*. Soon enough, we were all heading back to the airport. Another great week of **Magic** was over. On to the Skaff Invitational!

Chris Pikula is more entertaining in person and on paper than any Hoosier since Dave Letterman (but I do not have a girlish giggle).

Ine Netaga Story Jou The Choices You Make Before You Play Will Affect Every Game You Play

by Jon Finkel

recently attended the *Duelist* Invitational in Barcelona and had the unique opportunity to put one of the most overlooked parts of Magic strategy into action: the metagame. The metagame is defined as the choices you make outside of actual play. Choosing what deck to play, what decks to be prepared to play against, or going

into a draft knowing what colors to take or avoid—these choices have at least as much impact on your performance as your actual play.

Many times over my Magic career, I've made choices based mostly on what I thought other people would do, and this has usually paid off. But when I've fallen behind or ignored the metagame, my results have often been less than spectacular.

In order to play the metagame properly, you have to understand the interaction between different colors and strategies. This applies not only to the top player who wants to beat Sligh decks at the next Pro Tour, but to the casual player who's tired of losing to the friend who always plays blue. I'm going to show you some famous examples from professional Magic and discuss what we can learn from them today.

Black Summer's End-1996 U.S. Nationals

I was introduced to the concept of the metagame at the 1996 U.S. Nationals. At the height of "Black Summer"—when it seemed everyone was playing Necro decks—four top players (Mike Long, Mike Dove, Matt Place, and Derek Rank) played a deck specifically designed to beat Necro decks: TurboStasis. Why did TurboStasis beat Necro? It tried to nullify Necro's greatest strength while taking advantage of its greatest weakness.

TurboStasis nullifies the massive card advantage obtained through Hymns to Tourach and Necropotence in two ways. First, Howling Mine sets up an environment in which time advantage is more relevant than card advantage. One Hymn takes away only a single turn's worth of cards and is therefore much less disruptive. The Mine also enables the Stasis player to keep pace in card-drawing while Necropotence is in play, because the Necro player doesn't get the extra card every turn.

Meanwhile, Stasis keeps both players' lands tapped, moving the limiting factor on playing spells from available cards to available mana. This makes the card advantage from Necropotence almost irrelevant. Necro's biggest weakness is its inability to handle permanents without Nevinyrral's Disk. Both of the TurboStasis threat cards are cheap permanents. Stasis makes the Disks worthless, locking the Necro deck. Even today, Necro players shudder at the mention of Winter Orb, and cheap permanents like Cursed Scroll exploit their lack of enchantment and artifact removal.



TurboStasis— Matt Place

Blue Spells (18)

- 4 Arcane Denial
- 4 Boomerang
- 4 Force of Will
- 2 Recall
- 4 Stasis

White Spells (3)

- 2 Kismet
- 1 Land Tax

Artifacts (14)

- 3 Despotic Scepter 1 Feldon's Cane 4 Howling Mine
- 1 Ivory Tower

4 Lim-Dûl's Vault 1 Zuran Orb

Lands (25)

me

- 4 Adarkar Wastes
 4 City of Brass
 13 Island
 4 Underground River
 Sideboard
 1 Black Vise
 2 Blue Elemental Blast
 2 Disenchant
 2 Hydroblast
 1 Kismet
- 1 Lodestone Bauble
- 3 Mana Short
- 1 Swords to Plowshares
- 2 Wall of Air

Green Dominates?— 1998 U.S. Nationals

Another fine example of playing the metagame occurred at the 1998 U.S. Nationals, where fast, aggressive decks dominated the field. These speedy decks were either mono-white, mono-black, or mono-red, but they all shared many of the same strategies.

To combat these decks, five or six people played the "Stupid Green" deck, a deck that was never good before this tournament and has never really reappeared since. Stupid Green beat all three of the aggressive decks, but let's concentrate on the green versus red matchup that allowed Bryce Currence to make the U.S. national team.

Red's primary attack strategy is to use cheap, efficient creatures to attack, while using direct damage to clear blocking creatures out of the way. Stupid Green, however, can play cheap, high-toughness Walls that stop red attackers and can't easily be removed. Plus, Stupid Green uses fast mana such as Eladamri's Vineyard to produce fast, big creatures.

The Vineyard often acts as a damage source as well because the red deck can't use green mana without a Cursed Scroll. Once it nullifies the red deck's creatures

Sideboard

- 4 Active Volcano (Chronicles)
- 1 Castle Sengir (Homelands)
- 1 Dwarven Ruins (Fallen Empires)
- 1 Firestorm (*Weatherlight*)
- 2 Pyrokinesis (*Alliances*) 4 Serrated Arrows (*Homelands*)
- 1 Shattering Pulse (*Exodus*)
- 1 Tormod's Crypt (*The Dark*)

Sturla Bingen

Spells

- 4 Boomerang (Chronicles)
- 1 Control Magic (Fourth Edition)
- 4 Counterspell (Ice Age)
- 4 Curiosity (*Exodus*)
- 1 Forbid (*Exodus*)
- 4 Force of Will (Alliances)
- 1 Impulse (Visions)
- 4 Man-o'-War (Visions)
- 4 Ophidian (Weatherlight)
- 4 Sea Sprite (Homelands)
- 3 Sug'Ata Firewalker (Mirage)
- 4 Tradewind Rider (Tempest)

Lands

- 5 Island (Fifth Edition)
- 1 Island (*Ice Age*)
- 2 Island (*Mirage*)
- 4 Island (*Urza's Saga*)
- 3 Mishra's Factory (Fourth Edition)
- 4 Svyelunite Temple (*Fallen Empires*)
- 1 Thawing Glaciers (Alliances)
- 1 Wasteland (Tempest)
- 1 Winding Canyon (*Weatherlight*)

Sideboard

- 1 Arcane Laboratory (Urza's Saga)
- 1 Control Magic (Fourth Edition)
- 1 Flash Flood (*Chronicles*)
- 2 Ghost Ship (The Dark)
- 1 Hammerhead Shark (Stronghold)
- 4 Mana Leak (Stronghold)
- 1 Serrated Arrows (*Homelands*)
- 3 Tormod's Crypt (The Dark)

Standard (rounds 10

Standard is, well, standard. When you talk **Magic** with your pals, you probably talk about cards legal for Standard because they come from the most recent sets. The Standard legal sets (as of the Invitational) were *Tempest*, *Stronghold, Exodus, Urza's Saga*, and *Fifth Edition.* The only odd thing about this format was that it spanned two days and was interrupted by the three rounds of Booster Draft on Day 3.

Built from a more manageable set of

cards than the other two Constructed formats (Classic and Refined Extended), these decks were more closely matched. In fact, Brian Hacker was the only player to post a 3–0 record in Standard, using a nasty Necro Deck that tore through three of the top eight Invitational finishers—Jon Finkel, Mike Long, and Sigurd Eskelund. Hacker used Persecute and Yawgmoth's Will to further enhance the card advantage provided by Necropotence.

Brian Hacker

Spells

- 2 Corrupt
- 4 Dark Ritual
- 4 Diabolic Edict
- 4 Drain Life
- 4 Duress
- 4 Necropotence
- 1 Persecute
- 3 Skittering Skirge
- 4 Yawgmoth's Will

Artifacts

- 4 Nevinyrral's Disk
- 4 Urza's Bauble
- Lands

22 Swamp

Sideboard

- 2 Coercion
- 4 Bottle Gnome
- 1 Persecute
- 4 Rain of Tears
- 4 Terror

In a Booster Draft, each player starts with three booster packs. In the first round you open a booster, take or card and pass the booster to your left.

first round you open a booster, take one card and pass the booster to your left. You then look at the booster passed to you, take one card, and pass the booster on. You keep choosing and passing until all the cards from each player's first booster are chosen. You then open the second pack and start again, and then go through the third pack (changing direction for each new pack). In this draft, the players had the added challenge of determining the worth of cards they had never seen before (*Urza's Legacy* cards in packs two and three).

Using a lot of good black cards passed his way by Mike Long (including No Mercy and Pestilence, which are just









with its own, Stupid Green stops Cursed Scroll through Uktabi Orangutan, Creeping Mold, or Desert Twister. This matchup makes a perfect example of the classic anti-red strategy that recursion decks like "Recurring Survival" would use later in the year: big, fast creatures, along with good answers to Cursed Scroll which together provide an almost automatic victory against red.

Stupid Green— Bryce Currence Green Spells (37)

4 Creeping Mold

- 3 Desert Twister
- 4 Eladamri's Vinevard
- 4 Llanowar Elves
- 4 Spike Feeder
- .4 Spike Weaver
- 4 Stampeding Wildebeests
- 1 Survival of the Fittest
- 2 Uktabi Orangutan
- 3 Wall of Blossoms
- 4 Wall of Roots

Artifacts (4)

- 4 Cursed Scroll
- Lands (19)
- 15 Forest 4 Wasteland

Sideboard

- 4 Emerald Charm
- 2 Null Brooch
- 3 Scragnoth
- 1 Survival of the Fittest
- 1 Uktabi Orangutan
- 4 Winter's Grasp



Classic Struggle– 1998 World Championships

A few months later, at the 1998 World Championships, most players thought the top deck in the field would be "Draw-Go," a mono-blue deck with heavy countermagic backed up by Nevinyrral's Disk and library manipulation. In response, many top players played aggressive mono-red Sligh decks to exploit not only the weaknesses of Draw-Go, but one of its strengths as well.

The most obvious weakness of counterspells is their inability to deal with permanents. If an opponent drops a turn-one Jackal Pup, the Pup will deal a lot of damage before blue can neutralize it. The Draw-Go player has only two options: stunt his or her mana development by using up an early Quicksand or cast a turn-four Disk and chance a Ball Lightning coming into play while he or she is tapped out. If the opponent refuses to play any threats until the Draw-Go player taps mana to deal with the Pup, the counterspells aren't much use.

Red also has two methods for dealing with countermagic in the late game. The first is Cursed Scroll which, at one mana, is easy to sneak past countermagic. Often, the mere threat of this card would keep the Draw-Go player from countering other spells, again reducing the value of countermagic.

Second, red has Hammer of Bogardan, which nullifies countermagic in the late game because the Hammer can be retrieved many times in a long game (thus requiring a counterspell each time to prevent its damage) unless the opponent has a Dissipate. Often, a Hammer can win games by itself, either by bleeding countermagic from the Draw-Go player's hand or by acting as a constant source of damage.

Draw-Go's greatest strength is the incredible consistency it obtains through high land ratios and Whispers of the Muse. The deck has enough lands for a good start, and Whispers capitalizes on those lands for more cards in the late game.

However, the sheer number of instant direct-damage spells in the red deck makes playing Whispers a potentially fatal experience, because red can respond with instants after the Draw-Go player taps out. Thus, the Draw-Go player, unwilling to risk playing Whispers, is often left with too many lands and not enough spells to deal with all the red threats.

Today control decks are at perhaps their all-time weakest point, but should they ever rise again, the same principles will hold true. Cheap threats and dangerous instants will make it very hard for blue decks to win against red.

Deadguy Sligh

Red Cards (34)

- 4 Ball Lightning
 4 Fireblast
 3 Fireslinger
 3 Hammer of Bogardan
 4 Incinerate
 4 Ironclaw Orcs
 4 Jackal Pup
 4 Mogg Fanatic
 4 Shock
 Artifacts (4)
 4 Cursed Scroll
- Lands (22)
- **18 Mountain**
- 4 Wasteland

Sideboard

- **4** Bottle Gnomes
- 1 Final Fortune
- 3 Phyrexian Furnace
- 4 Pyroblast
- 2 Shattering Pulse
- **1** Torture Chamber

A Tale of Two Tournaments

From these three examples, I think the importance of the metagame should be obvious. But for those of you who aren't convinced yet, here are two examples from my own recent tournament experiences.

The two most recent Constructedformat Pro Tours were held in Rome in November of 1998 and in Los Angeles, March 1998. Both tournaments sported a well-known "best" deck that won the tournament. Yet in both cases, I played a deck that lost to the top deck.

In Los Angeles, Dave Price won with a hyper-aggressive mono-red deck that took full advantage of both Wasteland and Cursed Scroll. Everyone knew beforehand that this deck would define the tournament, and I even had a copy of Dave's deck. I still insisted on playing a heavy blue control deck. Not only that, but my deck had serious trouble dealing with Cursed Scroll and used a lot of nonbasic lands (which were pure bait for the Wastelands).

This choice resulted in a very long tournament for me, in which I didn't beat a single red deck. I got lucky and only played against three of these decks, but all the work I had put into what was a good deck resulted in a mediocre performance because my deck did so poorly against the best deck in the field.

Learning My Lesson

I finally learned my lesson in Rome, where I again played a good, well-tuned deck that lost to the best deck in the field. Rome was dominated by blue combo decks (the original Tolarian Academy–Mind Over Matter decks as well as the High Tide version). Combo decks are traditionally very good against slower, midgame decks like the Recurring Survival deck I chose to play.

Recurring Survival has a lot of powerful options in the midgame, but without significant early-game disruption, it could not consistently beat the Academy decks. It was even worse against the High Tide decks, which I actually had access to (as with Dave's red deck before Pro Tour–L.A.), but which I never seriously considered playing. Once again I made a poor showing due to my unwillingness to listen to the metagame.

Staying Ahead of the Game

Most **Magic** players can probably remember a tournament in which it seemed as though the odds were stacked against them every round. They complain that **Magic** is a game of rock-paper-scissors—a game of matchups—and in part they're right. But I'd like to argue from my own experience that this is a good thing. Instead of taking away from playing skill, it requires an additional skill to be successful.

My success has been almost directly related to how well I analyzed (and listened to) the metagame. Today, metagame issues are even more important than they were just a year ago. Instantaneous transfer of information and ideas over the Internet makes it easy to fall behind, and all the more important to stay ahead.

However, with proper information and good choices, you can have good matchups all day at your next tournament, whether it's a Pro Tour, the *Duelist* Invitational, or just your local eight-person tourney next Sunday.

Pro Tour Player of the Year in 1998, Jon Finkel played the metagame to a 9–5–1 record and a fourth-place finish at the Duelist Invitational in Barcelona last month. *mean* cards in Limited formats), Randy Buehler went 3–0 against Svend Sparre Geertsen, Sturla Bingen, and Dave Price, dropping only one game (to eventual finalist Bingen).

At the other drafting table, Chris Pikula and Sigurd Eskeland shared colors just as cooperatively. Pikula drafted a strong red/green deck with multiple fat creatures and lots of removal, while passing quality black and white cards to Eskeland on his left. Both players went 3–0 (and both defeated Steven O'Mahoney-Schwartz and Satoshi Nakamura). Once again, tiebreakers decided the eventual winner of this format, giving the nod to 1998 Rookie of the Year Randy Buehler.

Randy Buehler

Spells

1 Bone Shredder

- 1 Cackling Fiend
- 1 Engineered Plague
- 1 Fog of Gnats
- 1 Giant Cockroach
- 1 Intervene
- 1 King Crab
- 1 Memory Jar
- 1 Miscalculation
- 1 No Mercy
- **1** Pestilence
- **1** Phyrexian Broodlings
- 1 Phyrexian Debaser
- 1 Phyrexian Defiler
- 1 Rescind
- 1 Skittering Skirge
- 2 Snap
- 1 Thornwind Faeries
- 1 Unearth
- 1 Unworthy Dead
- 1 Windfall
- 1 Wizard Mentor

Lanas

7 Island 10 Swamp





Here is how the players stacked up after fifteen rounds.



Bingen and Long met in a best-of-five finals on the last day of the tournament, and it took the boisterous Long all five games to finally defeat the quiet Norwegian. For the game-by-game recap of the finals, turn to "Tournament News" on page 28. To see all the decklists from the *Duelist* Invitational, check out the coverage on the European *Sideboard* website at < www.wizards.be/MAGAZINES/European_Sideboard.html>.



Classic, Sixth Edition, and You





he Classic (Sixth Edition) card set and the new Sixth Edition rules are not one and the same. They share the title "Classic (Sixth Edition)" and they're being released on the same day-April 28, 1999-but they are two distinctly different products.

The new rules, destined to be called Sixth Edition rules, are the rules for all of Magic. The Classic (Sixth Edition) card set will be just one of many sets governed by these rules. When you hear that game mechanics like trample or protection aren't included in the Classic (Sixth Edition) card set, be assured that these game mechanics will be supported in the rules and these game mechanics will appear in other Magic card sets.

Magic R&D and the top rules experts know there have been problems with the Magic rules for years. Plus, Magic R&D knew the rules were needlessly complicated. But a lot of excess complication had already been weeded out in casual play. For example, until Sixth Edition rules, it was illegal to announce a spell, then tap your lands to pay for it.

While illegal, many players routinely did this. (I did when I played a friendly game.) Our intention is to reduce the amount of rules, maintain Magic strategy, and make the rules more intuitive. We also wanted to fix the rules problems once and for all. We don't want to revamp Magic rules with each new basic edition.

We wanted Magic play to feel the same for the average player. The vast majority of confusing rules in Magic rarely come up. These were the rules we targeted for cleanup. The goal was to improve Magic, not change it.



The Stack Brings It Together

The most substantial rules change is the creation of "the stack." The stack most resembles the batches of the old rules, but there's a major difference: a batch was opened and spells and abilities were added, then the batch was closed and all spells and abilities in the batch resolved, last-in first-out.

The stack is like a batch that never closes. After a spell or ability has been played, both players get the opportunity

to respond (just like under the old rules). Once both players pass, the last-played spell or ability resolves (just like under the old rules). Here's the key difference: instead of continuing to resolve spells and abilities, players can play more spells and abilities by adding them to the stack.

If both players decline, the last-played unresolved spell or ability resolves. If players play other spells or abilities, these get added to the stack and resolve before spells and abilities already on the stack resolve. The last-played spell or ability is always the first-resolved spell or ability (just like under the old rules).

The stack unifies how spells and abilities are played and resolved. The old rules had batches, series, triggered abilities, phase abilities, and the damage prevention step. All of these events had their own timing rules. Now the stack handles all of these events.

The Stack & Combat

Probably the most controversial rules change (in my opinion) is putting combat damage on the stack. We did this to unify the rules. As we developed the new

rules, things seemed to fall into place—with one notable exception. How should we handle combat damage without a damage prevention step? We pared our choices to:

- Create a specialized damage prevention step that would be used only in combat.
- Force players to use damage prevention abilities before combat damage is dealt. This isn't a problem when an attacking creature is blocked by a single blocking creature, but it is problematic when multiple creatures block. The



by Charlie Catino

ome people are worried that the new rules might be too simple and that Magic won't have the same strategic depth it used to have. Let me show you that the new rules do not reduce strategy—they just change it a little. Experienced players know the little tricks in Magic; some of those are gone and a few new ones have been added. Here's a little *before* and *after* (like in those diet commercials) to demonstrate where the new rules add strategic choice.

Damage Prevention



One "tricky" new area is how damage prevention works. Because damage prevention was changed to act like a shield, you can now prevent damage that you expect to occur later in the turn. Imagine that your opponent, Ed, is attacking you with some blue

creatures and some red creatures. You have Circle of Protection: Red in play and Exile (which removes an attacker from the game) in hand. Ed has used Power Sink on you in the past, and you are worried that he will do so if you try to play Exile. If Ed does, not only will you lose your Exile, but you will not be able to use your Circle of Protection: Red because the Power Sink would tap all your

available mana.

Before (the overweight old rules): You had to choice you could be play the Exile and still use your Circle

After (the slim new rules): You phy Fulk, and even if Ed hy Poner Sink, you ca repend to the Power Sink (because it is an instant) and use

your CoP: Red to prevent damage from as many of Ed's red creatures as non-have many. To summarize: *lefter* no options; after — options.

Responding to Effects

The new rules also help increase strategy by adding flexibility to comes-into-play effects. Under the old rules, you couldn't respond to comes-into-play effects; you had to respond to the spell being played, not the effect it created. But now, you can have it either way. Let's say you have a Mogg Fanatic and an Ironclaw Orcs in play, and your opponent, Bob, plays a Ghitu Slinger (which deals two damage when it comes into play).

Before: You had no good choices—you either had to sacrifice your Mogg Fanatic in response to Bob playing the Ghitu Slinger, or you had to do nothing and let Bob decide which creature to kill.

More You commit until after House class which conto hit before you decide whether to sacrifice your Mogg Fanatic. To summarize: *before*—no good options; *after*—good options.



Whenever a player taps shand for ana, Manabarbs dealed damage hum or her.



When Venerable Monk come musplay, you gain 2 life. His presence brings not only a strong arm but also rememed hope.

Flexible Card Drawing

One of the most interesting new choices you get under the new rules is due to countermagic spells becoming instants. This allows the "trick" of playing an instant that draws cards in response to an opponent's spell with the hope of drawing a counterspell and countering the opponent's spell.

Let's consider the following example. You have been playing a long game with your blue/red deck against Judy's blue/red deck. You have whittled Judy down to 5 life and managed to keep your Shivan Dragon on the table for a couple of turns. Judy has been speedburnping your Dragon with little blue flyers, but she can't block it anymore.



Judy's at 5

life, so things look grim for her. She decides to use the red X spells in her hand to kill your Dragon instead of saving them for you. She casts Blaze on your Dragon, and spends all of her to do so. In your hand you have a Rescind (OOO Return target permanent to owner's hand.

Cycling (2)). You realize you only have 20 cards left in your deck, and there are still two Counterspells, three Mana Leaks, and a Miscalculation left.

Before: If you didn't have a counterspell in your hand, you would have to play card drawing spells immediately so you could counterspell nasty things your opponent wants to do on his or her turn. You didn't have the option of waiting.

After You have all kinds of options because you can wait until Judy tries to do something before you commit to playing your

card-drawing spell. If you cycle your Rescind, you could draw a counterspell, play it to stop Blaze, and win on your next turn. Or you could draw your last Whispers of the Muse, and play it to try to draw a counterspell.

You realize you have a 40 percent chance of winning immediately, but a 60 percent chance of losing your Shivan Dragon. If instead you *play* Rescind to return the Dragon to your hand, you could replay the Dragon on your next turn and try to kill your opponent later. Both of these options have strengths and weaknesses, and here choices are what make Magic interesting. This interesting decision was brought to you by the Sixth Edition rules.

I hope by now you can see that the new rules add some interesting new choices to Magic play. Just remember: Choose *after* (new slim and trim rules) over *before* (old, bulky rules) because the new rules are easier to play and add the bonus of more strategy than ever before. *

Charlie Catino is a Wizards R&D guru and a new dad. Congrats, Charlie!



before players need to commit damage prevention abilities. We quickly dismissed creating a

We quickly dismissed creating a specialized damage prevention step, because it defied two major objectives. We wanted to eliminate specialized steps, and we didn't want the stack to be open only to special spells or abilities at special times. And the multiple-blocker problem derailed the second option.

defending player would have

to choose damage prevention

before the attacking player

attacking creature's damage.

stack. This forces both players to assign combat damage

chose how to assign the

• Put combat damage on the

So we put combat damage on the stack. This rules change does alter game strategy at a level all players will notice. In the end, we felt the complete unification of timing rules was worth supporting this change to game strategy. The truth is that combat remains relatively unchanged—with the exception that you can unsummon or sacrifice a creature and still have that creature deal damage.

Here's how damage prevention works: under the old rules, you would play a spell dealing damage to my creature, and I would let the spell resolve. Then, before the damage is actually dealt, I had a chance to prevent the damage during a damage prevention step.

Under the new rules, you play a spell dealing damage to my creature just as before. I know that when that spell resolves, the damage will be dealt



by Rob Dalton

ike everyone else in the Magic world, we've been curious about which cards would make the cut for the Classic edition of the game we have. So we told intropid reporter Rob Dalton to do some top-notch investigative journalism. Talk to guys in trench coats, we said. Ply your sources with cheap whiskey, we suggested. Follow the money, we advised. But no matter what get the story, we demanded. Using the clever "What's that behind you?" bourcv-evasion technique, Rob was able to get us the following report.

lixth Edition

stage with Classic

immediately and my creature will be destroyed. Instead of waiting for a damage prevention step, I play my damage prevention spell in response to you playing your damage-dealing spell. The lastplayed spell is the first-resolved spell, so my damage-prevention spell resolves, preventing future damage. Then your damage-dealing spell resolves, but the damage will be prevented.

Watching the game, you wouldn't notice a difference. The sequence will go: "I Shock your creature." "OK, I play Healing Salve." Just like before.

What the Stack Renders Obsolete

To make the stack work, we also had to eliminate interrupts. We didn't eliminate the card powers that used to be inter-

rupts; we simply changed all interrupts into instants. You will find Counterspell and Deflection in the Classic (Sixth Edition) set; they will be instants. Interrupts were close to instants-in fact most players played interrupts like instants-there were differences, but these occurred infrequently. In fact, these differences didn't add any strategic depth to Magic, but they sure added complexity to the rules. Another timing

problem was triggered abilities. Players knew they could unsummon a Who will make the cut? We're here live in New York at Carnegie Hall to find out...welcome to *Classic* Cut '99. The international gaming community has gathered to witness this historic announcement, to find out who made it in and who's on the outs for Magic's *Classic* (Sixth Edition) card set. I see deck analysts

from Malaysia, planeswalkers from Prague, and—I can't believe it, there's Urza getting out of a lime with a Serra Angel!

Mr. Urza! Mr. Urza!

- Get the hell away from me, lest I not the weald of credits on reard for all?"

As you can see, this event is not short on luminaries. Now join me

as I peer into the maelstrom of nerves, hopes, and mana vibes flowing in the green room...backstage at *Classic* Cut '99.

I'm standing before the door that leads to myth—the world-famous green room at Carnegie Hall. On the other side of this slab of wood, we'll find

the cards that took the world by storm and ushered in a new era in global gaming. The cards that this very moment await the decisions of the *Classic* selection committee. Witness...

Good God, it's pandemonium

Raging Goblin just crashed through a glass coffee table, Prodigal Sorcerer has his lawyer by the throat, Scathe Zombies are writhing on the buffet table, and what in the name of all-that's-good is that thing?

I have never seen such a display of panic, rage, and turmoil. It's as if Tolkien's head exploded—wait, let's try to get a word in here with Talruum Minotaur. Mr. Minotaur, MR. MINOTAUR, HOW DO YOU RATE YOUR CHANCES—

RAuUdrgg110000Ren11111220

Okay then, it seems the Minotaur is confident in his DONT EAT THAT!







Moving briskly aside, let's angle toward the mangled remains of the buffet where Prodigal Sorcerer, known widely as "Tim," is wiping his hands on a tablecloth spattered with...something red, salsa we hope. Tim baby. Talk to me. The *Classic* thing. What's up?

Are you a lawyer?

No. Not lawyer. I'm with the Duelist, and-

"I'alk many lower."

But it looks like your lawyer's dead, Tim.

'My other lawyer. The live one.

Avoiding the obvious "dead lawyer" joke . . .

All-righty, let's move on. Benalish Hero seems to be shouting something about banding. Let's the if we can get a feed on that.

Here comes Whirling Dervish, perhaps with a comment—and there goes Whirling Dervish. He doesn't look pleased, and ouch! That philodendron just got minced, and it looks like Shanodin Dryad is rissed. What's this?

"faterview me live got a really good chance of making Olonis because I'm down with Richard and he and I hang our can I hold your microphone?"

Ah yes, Sengir Autocrat. So you'd say you're a shoe-in?

"I wouldn't use those words precisely but I feel the potentialities are largely in my favor considering the puissant nature of my abilities and the amount of networking I've been able—"

Thank you, Mr. Autocrat, but our batteries are running low and I think I see my mother over at the bar.

We've all had conversations like this <u>Mr. Counterspell</u>! <u>Mr. Counterspell</u>, might we have a word—

"I know what you're thinking."

That's great but could you-

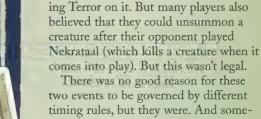
"I have no doubt."

How would-

"Three weeks on St. Kitts, then back for training camp."

Nice talk-

Min problem



timing rules, but they were. And sometimes the triggered ability was resolved immediately *after* resolving the spell or ability that triggered it, but sometimes the triggered ability was resolved *during* the spell or ability that triggered it. It all added up to one big mess. By handling triggered abilities under the stack rules, we eliminated another specialized set of rules—and we gave players the opportunity to respond to triggered abilities.

creature in response to an opponent cast-

Turn Sequence, Artifacts & 0 Life

We also made a number of minor changes. We renamed the turn sequence, but it's basically unchanged. One change we did make was to make combat its own phase. The old combat subphase frequently confused players, who wondered whether it had to occur if the active player did not want to attack. By making combat a phase, we clear up this confusion.

We eliminated the rule that a tapped noncreature artifact had its static ability turned off. (Quick glossary entry: static ability is the new term for a continuous ability.) There was no need to support the rule in the rulebook when we could print the rule on the cards. Whenever we think that "turning off" a tapped noncreature artifact adds game strategy, we will add the ability to the artifact.

Most existing artifacts will now "work" when they are tapped, but some existing artifacts will get errata to preserve certain strategies. For example, *Classic* (Sixth





Whenever a player plays a blue spell, you may pay 1 . If you do, you gain 1 life.



Edition) Howling Mine reads "At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card."

And now a player loses immediately if he or she has 0 life or less. Under the old rules, losing the game due to 0 life or less was checked only at the end of a phase. Now a player will lose whenever he or she has 0 life or less (except during the resolution of a spell). We changed this so player death would link up with creature death. Also, a player losing immediately when he or she is at 0 life or less is more intuitive than checking only at the end of a phase. Having rules match intuition is a good thing.

I apologize to all Mirror Universe players for severely hurting your deck type. We didn't do it specifically to hurt Mirror Universe. We made changes based on what was best for Magic as a whole, without great concern for what the new rules would do to specific cards. Many problems in the old rules were created *because* we wanted to enhance a small group of cards and we were willing to create rules to do so.

Getting the Hang of It

When we explain the new rules, we go into gory detail about how the rules work. Keep in mind that anything that seems complicated under the new rules was probably more complicated under the old rules. It will take a little time to get used to the new rules. Once you do, you'll find your Magic experience is just as rich as before, but most of your rules nightmares will have gone away. *

The next feat for Bill Rose, Magic R&D lead designer, is to tackle the Unified Field Theory. After that, maybe he can do something about the rules for Star Fleet Battles. The air is getting thick in here, and the vibe seems to be getting edgier, if that's possible. What's this? The Kjeldoran Dead have surrounded Nightmare over by the grand piano...their rattling bones are deafening...Oh, that's gotta hurt! The flaming horse just kicked through a rib cage and a tibia—skulls are flying, folks, as we approach the zero hour when we find out which cards will make the *Classic* Cut '99.

Rob shrieks: No! no! Please put me down!

I'm not a lawyer I'M NOT A LAWYER! Whew. Hurloon Minotaur seems to be in a blind rage. He's charging willy-nilly and trashing the room. I'm guessing his chances of making the cut are pretty slim, if the...fate of the large-screen TV is any indication.

Let's interview this individual, all gussied up as a pharaoh. Excuse me, sir, in what set did you appear?

"Tile alwage or semithing. Air of these even tryouts?"

Here's a likely candidate. It's Southern Paladin, and he's got a grin from car to ear. Mr. Paladin, you seem to be pleased with yourself. Do you know something we don't?

"What?"

ed creature gets +2/+2

William Shakespe Acasure for Meas

Do you think you'll make the cut?

"I my to remainber two people can look the same."

I beg your pardon.

"See two different points of interace, advice on htm. to., do it. This disagrees with nm. Dod?"

Mr. Paladin, you've got a drink in each hand, I ser-We'll check back with you later.

Cat fight!

Let's move on to the Verduran Enchantress, sprawled on a divan in the corner. Yes, Enchantress, describe your feelings about the *Classic* Cut, won't you?

"Cortainly during, it's all beamanit and I wait us o sold all be included in this marvelant every edition from Wizards of the Coest,"

"Shut up, you mamp!"

"Bitch, don't play me

VI

Oh my. Benalish Hero and the Enchantress seem to be throwing down. I can't quite see who's on top there's hair and flowers and armor everywhere.

But wait! The lights have dimmed and brightened, dimmed and brightened again! The fateful moment has arrived, and an ceric stillness has settled over the room. The television monitors have blinked on and it's . . . it's Richard Garfield standing at the podium.

We now go live—center stage at Carnegie Hall—to find out which cards will be included in the *Classic* edition.

"The envelope please"

We think Rob got Shanodin Dryed's phone number. And he asked to keep the fedore we gave him. Coincidence?

Give her *minutes* and shell-break your heart.

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(does not include promonifo) (cards)

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DUELIST



Ulltra•**PRO**



ic: The Puzzlin

MIKE [BLACK [RED]



2/2



5/5



EVISCERATOR

FOG OF GNATS 1/1



MOUNTAIN [2]



Tough Nut to Crack

SWAMP [3]

our opponent is Mike. You and he are currently in a creature stalemate. Unfortunately, while you are at only 2 life, Mike has managed to use spells like Corrupt and Drain Life to get up to 31. Also, you have been unable to draw a single island from your deck and only one plains. Last turn you put out both Deranged Hermit and Thran Weaponry to try and break through the stalemate. On his turn, Mike put out a Storm Cauldron to punish you for using echo cards. It is now the beginning of your turn. Defeat Mike before your turn ends without losing the game.

YOU [BLUE|WHITE|GREEN]



FOREST [9]

CARD HIGHLIGHTS

Deranged Hermit 1/1 3 👁 👁 Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.) When Deranged Hermit comes into play, put four Squirrel



tokens into play. Treat these tokens as 1/1 green creatures. All Squirrels get +1/+1.



Thran Weaponry Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.) You may choose not to untap Thran Weaponry during your

untap phase. 2, 9: All creatures get +2/+2 as long as Thran Weaponry remains tapped.

Rivalry

During each player's upkeep, if that player controls more lands than any other, Rivalry

> deals 2 damage to him or her.

2 2

Storm Cauldron

During each player's turn, that player may put one additional land into play.



Whenever a land is tapped for mana, return that land to owner's hand.



31 LIFE

YOUR HAND



URKING SKIRGE 3/2 [STILL AN ENCHANTMENT]

DEFENDER OF CHAOS

2/1



2/2



2/2

RIVALRY



AVALANCHE RIDERS 2/2



ENGINEERED PLAGUE [SQUIRRELS NAMED]

1 LIFE



PHANTASMAL TERRAIN



CROP ROTATION



BURST OF ENERGY



MIGHT OF OAKS



2/2

MAY 1999

69





DUELIST

NO CARDS IN GRAVEYARD

PLAINS [1]



THRAN WEAPONRY [ECHO UNPAID]



STORM CAULDRON

BEAST OF BURDEN

/



ELVISH LYRIST

1/1

SQUIRREL TOKENS [4] [UNTAPPED]



1/1



1/1

DERANGED HERMIT







[ECHO UNPAID]



ERASE

DIFFICULTY VARIABLE

Math is Hard

his puzzle tests your memory of casting costs. Below are several equations where casting costs are added and/or subtracted from one another. For example, Prodigal Sorcerer (2) + Enervate (1) = Air Elemental (3). See if you can solve the problems below without looking at any Magic cards or books.

EQUATIONS.]

THESE I

. NI

USED

CARDS ARE

EDITION

FIFTH

AND

CYCLE

RATH

CYCLE,

MIRAGE

ONLY

ELEMENTARY

RURA FLUX

DELUSIONS OF MEDIOCRITY URTA'S LEGACY CARD1

LAST-DITCH EFFORT

DAMPING ENGINE [URZA'S LEGACY CARD]

BRINK OF MADNESS

DEFENSE GRID [URZA'S LEGACY CARD]

MULTANI'S ACOLYTE

- **WULTANI'S PRÉSENCE** THRAN LENS 4 [URZA'S LEGACY CARD]
- RADIANT, ARCHANGEL
- + EXPENDABLE TROOPS
- CESSATION [URZA'S LEGACY CARD]

URZA'S BLUEPRINTS

- JHOIRA'S TOOLBOX
- CRAWLSPACE [URZA'S LEGACY CARD]

HI	GH	SC	HC) O L	
----	----	----	----	-------	--

OPPRESSION

1

EQUATIONS

THESE

NI

ARE USED

URZA'S LEGACY CARDS

[ONLY

- PHYREXIAN DENOUNCER UNNERVE WITCH ENGINE [URZA'S SAGA CARD]
- ð DRIFTING DJINN
 - RECONTATION +
 - PENDRELL DRAKE STERN PROCTOR
 - [URZA'S LEGACY CARD]
 - CRYSTAL CHIMES
 - + GRAFTED SKULLCAP
 - + OUICKSILVER AMULET LIFELINE
 - [URZA'S LEGACY CARD]
 - DEFENSIVE FORMATION + REMEMBRANCE
 - RADIANT'S JUDGMENT 4
 - **KNIGHTHOOD**
 - **ANGELIC CHORUS** [URZA'S SAGA CARD]

 - SILK NET
 - + TREEFOLK MYSTIC
 - + **REJUVENATE**
 - CHILD OF GAEA
 - [URIA'S LEGACY CARD]
- 12. SHIVAN RAPTOR
 - VIASHINO SANDSWIMMER
 - + PYROMANCY
 - VUG LIZARD BEDLAM
 - [URZA'S LEGACY CARD]

DAUTHI WARLORD OVINOMANCER TIMID DRAKE

COLLEGE

IMPS' TAUNT

13

EQUATIONS.

THESE

N

USED

CARDS

2 C

- SCARE TACTICS
- BREEZEKEEPER ELKIN BOTTLE
- ISTRONGHOLD CARD]

ELKIN LAIR

- + MANA BREACH
- + AMOK
- TEFERI'S IMP +
- CINDER GIANT
- HOMARID WARRIOR JUJU BUBBLE [TEMPEST CARD]
- MOGG SQUAD RECONNAISSANCE
- **GOBLIN SOOTHSRYER**
- ALMS £.
- ICATIAN SCOUT
- CINDER WALL
- GRINDSTONE
- [VISIONS CARD]

- 16 TRAILBLAZER
 - **ORCISH MECHANICS** HYPERION BLACKSMITH

EQUATIONS.

THESE

FOR

USED

ARE

EXISTING CARDS

ALL

GRAD SCHOOL

- MAMMOTH HARNESS
- PEOPLE OF THE WOODS
- FLOWSTONE MAULER
- [MIRAGE CARD]

KAYSA

- 4 OUBLIETTE
- CAMOUFLAGE
- KOSKUN FRUS
- BURNT OFFERING
- DFAD WIGHT
- ICHNEUMON DRUID [TEMPEST CARD]
- FUNGUS ELEMENTAL
- HIGH GROUND
- FARMSTEAD

(91

(51

12) 0 +

+ 🕹 (11

40 (#1

. * + * (01

- SCARWOOD BANDITS
- KING SULEIMAN
- FEMEREF ENCHANTRESS
- TABLET OF EPITYR [LEGENDS CARD]
 - LIDELE S. 02JUL (exert frigitant Drake) Intra Survenil & [Wemory Jar] (mices ext to remote such * * [Xiotaari baasvadtoaW] [stond to poil] @@ -5) 9 + ' = ' 9 [Fana 8x6] 1) • + • • • • • [balinchron] SNOILNIOS
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Exsuison x30H - + -

- URZA GNB URZA'S NO

- + GREA'S BOUNTY

Step-by-step solutions to last month's "Hagic:The Puzzling"

ALL FIRED UP

[Published in Duelist #36, page 68]

To solve this puzzle, you must determine which of your cards can deal damage to Rebecca, while keeping an eye on cards of Rebecca's that you need to work around. You can't deal enough damage in one turn, so you'll have to use Second Chance. You'll need all your creatures plus Pyromancy to do the job in two turns. Your biggest problems are Rebecca's No Mercy, Angel's Trumpet, Wheel of Torture, and all of her blockers.

Turn One, Upkeep

- 1) Tap one plains, one mountain, and both Grim Monoliths for one white, one red, and six generic mana.
- Use four generic mana to untap one Grim Monolith. Tap it again for three generic mana. You do this so you don't take mana burn later.
- 3) Use one generic mana and tap Ring of Gix to tap Rebecca's Eviscerator.
- 4) Handle the upkeep on Rebecca's Wheel of Torture. You have four cards in hand and take no damage. You handle the Wheel early because
- you can't afford to take damage now. To get below 5 life, you need to build your life to 11 and then remove Delusions of Mediocrity.
- 5) Use one red and two generic mana to play Rack and Ruin. Destroy Ring of Gix and one Grim Monolith. You gain 2 life from Scrapheap, putting you at 8 life.

You destroy your own artifacts so you can return them to play later.

- 6) Tap Goblin Welder to swap Grim Monolith for the Ring of Gix in your graveyard. You gain 1 life from Scrapheap, putting you at 9 life.
- 7) Use one generic mana and tap Ring of Gix to tap Rebecca's Tethered Skirge. Rebecca loses 1 life when the Tethered Skirge gets targeted, putting her at 65 life.
- Tap Devout Harpist to destroy Sluggishness. Sluggishness returns to your hand from the graveyard. You gain 1 life from Scrapheap, putting you at 10 life.

Destroying your own "perpetual" enchantment helps make the Delusions of Mediocrity trick work, and you get the enchantment back.

2) Use one white and one generic mana to play Peace and Quiet. Destroy Rebecca's No Mercy and your Delusions of Mediocrity. When Delusions of Mediocrity goes to the graveyard, you gain 1 life from Scrapheap and then lose 10 life from Delusions. You are now at 1 life. You destroy No Mercy so you can attack twice and Delusions of Mediocrity to activate Second Chance.

10) You now have 5 or less life, so you sacrifice Second Chance to take an extra turn after this one. You gain 1 life from Scrapheap, putting you at 2 life.

Draw Phase

- 11. Draw Purify.
- **Main Phase**
- 12) Tap three plains and three mountains for three white (all used as generic) and three red mana.
- 13) Use one red and two generic mana to play Ghitu Slinger. When Ghitu Slinger comes into play, have it deal 2 damage to Rebecca's Giant Cockroach, destroying it.
- 14) Use one red and one generic mana to play Sluggishness on Rebecca's Bone Shredder.
- 15) Use one red mana to play About Face on your Viashino Heretic. It is now a 3/1 until end of turn. You play About Face to ensure you have only Purify in hand to discard to your Pyromancy.
- 16) Attack with Anthroplasm (2/2), Ghitu Fire-Eater (2/2), Viashino Heretic (3/1), Molten Hydra (1/1), and Shivan Phoenix (3/4). None of these creatures tap to attack due to Angel's Trumpet. You deal 11 damage to Rebecca. She has 54 life. You use Rebecca's Angel's Trumpet to your own advantage. All your creatures have abilities with a tapping activation cost, so the Trumpet enables you to attack, then use the creatures' abilities. Always consider the benefits of your opponent's resources.
- 17) Tap four plains and nine mountains for four white (all used as generic) and nine red (eight used as generic) mana.
- 18) Use one red and one generic mana and tap Viashino Heretic. Destroy Rebecca's Wheel of Torture and <u>deal 3</u> damage to Rebecca. Rebecca has 51 life.

- Use eight generic mana and tap Anthroplasm to remove all +1/+1 counters from it and add eight +1/+1 counters.
- 20) Use three generic mana to activate Pyromancy, Discard Purify and deal 5 damage to Rebecca. She has 46 life.

Turn Two, Upkeep

- Tap two plains and a mountain for two white (used as generic) and one red mana.
- 22) Tap Goblin Welder to exchange Ring of Gix for a Grim Monolith from your graveyard.
- 23) Use one red and two generic mana to pay the echo cost on your Ghitu Slinger.

Draw Phase

24) Draw Last-Ditch Effort.

Main Phase

- 25) Tap five plains and ten mountains for five white (all used as generic) and ten red mana.
- 26) Use ten red and five generic mana to put five +1/+1 counters on Molten Hydra. It is now a 6/6 creature.
- 27) Attack with Anthroplasm (8/8), Devout Harpist (1/1), Ghitu Fire-Eater (2/2), Viashino Heretic (1/3), Molten Hydra (6/6), Shivan Phoenix (3/4), and Ghitu Slinger (2/2). You deal 23 damage to Rebecca. She has 23 life. Now Rebecca's Angel's Trumpet really comes in handy.
- 28) Tap and sacrifice Ghitu Fire-Eater to deal 2 damage to Rebecca. She has 21 life.
- 29) Tap and remove all counters from Molten Hydra to deal 5 damage to Rebecca. She has 16 life.
- 30) Tap one plains, two mountains, and Grim Monolith for one white (used as generic), two red, and three generic mana.
- 31) Use one red and one generic mana and tap Viashino Heretic to destroy Rebecca's Angel's Trumpet, dealing 3 damage to Rebecca. She now has 13 life. When you don't need the Trumpet any longer, you destroy it to reduce Rebecca's life.
- 32) Use one red mana to play Last-Ditch Effort. Sacrifice Anthroplasm, Devout Harpist, Viashino Heretic, Molten Hydra, Shivan Phoenix, Goblin Welder, and Ghitu Slinger to deal 7 damage to Rebecca. She now has 6 life. Shivan Phoenix returns to your hand.
- 33) Use three generic mana and discard your only card (Shivan Phoenix) to activate Pyromancy and deal 6 damage to Rebecca. Rebecca is now at 0 life.

Death is the only reward for those who fail.

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Inside the Industry

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by Rick Moscatello

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hy Christopher Guiline

Frey, what do you dolf a geneticary regionered killing machine from Sociars?? A Jerr: Hedenssonrower 12 won, Integing groundskapper Willy from the Simpsons seeing Stat. See? Th bilarises?



Cory Herndon once shot a man with Clairol, just to watch him dye.

Sharp-eyed players of the Deadlands TCG have spotted a very familiar face leading the mysterious Agency into the

doomed town called Gomorra. The Ghost bears more than a passing resemblance to a long-lost U.S. President—a lawyer from the humble town of Springfield who coined the phrase "four score and seven years ago." A tall, tall man with a stovepipe hat and a distinctive beard, he freed a lot of people. Alas, the good always seem to die young, and that's what happened to our honest friend. But now, thanks in no small part to mystical forces and steampunk technology, he's back from the dead and kicking tail across the weird, weird West.

Well, friends, that's all the proddin' this cowpoke needed to fire up the ol' electrical imaginator machine and start wonderin' what other real-life, non-alive characters might be ridin' into everyone's favorite zombie-ridden gunslingin' trading card game. Heigh ho, Flimsy Premise, Away!

The Drunk. OK, this is an easy one. Ex-Union General, ex-U.S. president, ex-living guy, Ulysses Grant isn't taking the afterlife lying down—he's back in the saddle and boozing his way through the West! He's harrowed, of course, but that ain't going to keep him out of the saddle or off the bottle. He just has trouble retaining fluids, what with all those bulletholes. And his liver, well...don't get me started.

The Great Dictator. If there's anything funnier than a five-foot French guy running around, barking orders and decomposing left and right, well, I sure ain't seen it. Li'l harrowed Napoleon's back from whatever crepe-filled, deodorant-free place the French go when they die, and now he's comic relief! Yes, the teeniest despot ever has found his way to Gomorra to follow in the grand tradition of Cletus Peacock, Tombstone Frank, and Jerry Lewis. He'll keep entertaining with a foppish caper, an off-color limerick, or even a bawdy skit performed with his fellow zombie-frog, a severely decayed creature he calls "Moldiere."

The Chairman. This cat swings, and not just from the end of a rope. He's got the strength of an all-new outfit—let's call 'em the Pack—behind him, and they're going to light up Gomorra's Casino Morongo with smooth, smoky standards. Well, that's the afterlife—at least that's what all the people say.

The Poet. Hey, kids, it's Emily Dickinson! And she's dead! She's writing a scathing indictment off pre-pre—post suffragism! What's not to like?

Oh, who am I kidding? I only included her because everything she's ever written can be sung to the tune of "Yellow Rose of Texas." There. I dare you to go enjoy a few stanzas of Dickinson without getting *that* stuck in your head. Da-da-da-da-dada-DA-dah, da-da-da-da-DA-da DAH....

The preceding article was a work of fiction. Don't sweat the details, we didn't.

Electronic Entertainment News

K

THE GHOST

Bungie has released version 1.2 of Myth II: Soulblighter—at least, it was version 1.2 at the time of this writing. Refinements in the latest release include: Fixes for issues with various 3D-accelerator cards; the ability to de-select a unit with a right-click of the mouse button; and reduced typing lag on bungie.net.

DHeroes of Might and Magic III, the tenth game set in the popular Might and Magic universe should (repeat: should) be in stores now. The game shares a common universe and overlapping story lines with the bestselling Might and Magic VI: The Mandate of Heaven. In addition to the large number of individual scenarios, special multiplayer missions and a map editor will add "endless replay value." In related news, New World Computing has an interesting innovation waiting for Might & Magic VII players who want to take a break from all those dank, moldy dungeons: a card-game-within-thegame called ArcoMage. Characters can play a round of ArcoMage in any tavern in the game, and even become an ArcoMage Grand Master as a side quest. According to M&M VII director Keith Francart, playtesters have asked for a standalone version. He didn't rule out the possibility.

Deven though Dynamix's Starsiege: Tribes has been burning up the multiplayer circuit, its namesake hadn't yet made it to the public. But now, at long last, Starsiege has finally cleared the gate and looks to be quite the giant-robot slugfest. Learn all about it at www.dynamix.com.

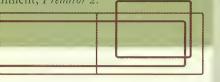
Card Game News

For more information, contact the email address or website provided with each entry.

ALJENS PREDATOR (HarperPrism, New York City)

If HarperPrisin's recent ad blitz is accurate, *Alien Resurrection* should finally be out there on the shelves, loaded with goodies for card-starved AvP fans: a new scenario, the "Countdown" (you've got 30 turns to get off the *Auriga* before you crash into the Earth) and Predators galore. The next set, *Atmosphere*, should be out by late May. This set will focus on the first *Predator* film, with a lot of exterior jungle sites. If all goes well, *Cityscape* will follow *Atmosphere* and cover events and characters from the Danny Glover installment, *Predator 2*.

AvP@zehrapushu.com www.zehrapushu.com



STAR WARS CCG (Decipher, Norfolk, VA)

This March the Star Wars CCG will finally debut what may turn out to be the most controversial cards ever released—the hated Ewoks—in the *Endor* expansion. Expect new mains, new objectives, and some nifty new Scout Walkers in this standalone set that will be sold only in boosters. Next summer we'll see *Death Star II*, and if that set doesn't at least include Emperor Palpatine, I'll eat a bug. No, TWO bugs. Later in 1999, Decipher will debut a couple of separate standalone games based on *Episode One: The Phantom Menace.* The only name announced at the time of this writing was the Young Jedi Customizable Card Game, which will be aimed squarely at the 8-12 year-old crowd. (CGCustomerService@decipher.com

STAR TREK CCG (Decipher)

April brings the release of the tentatively titled Blaze of Glory, the expansion formerly known as "the long-awaited battle expansion." Watch for the first new side deck since Q-Continuum, which will augment ship battles. In an unusual move for the usually Federation-oriented game, personnel and ships will primarily be drawn from the Klingon, Romulan, and Dominion affiliations. Looking ahead, we should see many smaller releases (such as the newest contender for the "long-awaited" crown, Second Anthology) along with the Ferengi-themed Rules of Acquisition expansion this fall. CCGCustomerService @ decipher.com www.decipher.com

BABYLON 5 (Precedence, Tempe, AZ)

B5 players had better start running nursery rhymes in their heads and erecting other mental barriers against the *Psi Corps*. This 150-card set features the Psi Corps faction led by a new, faction-specific Alfred Bester) and Rogue Telepaths. Precedence will include a contest, "Get the Best of Bester," that seems a little Willy Wonka-ish. Five "golden certificates" will be included in the expansion, one for each faction. Every certificate will be worth a prize appropriate for that faction, such as autographed photos, scripts, and *Masterpiece Collection* cards. The *Third Age* expansion should arrive just in time for the millennium. b5@eternity.com

HJGHLANDER (Thunder Castle Games, Kansas City, MO)

Be sure to look for the *Ramirez Edition*, the latest "movie expansion" for **Highlander**, which should now be on shelves. Sean Connery's Ramirez immortal is depicted through pictures of Connery's stunt double and back lit shots of the actor (Connery refused to grant rights to his likeness). In addition, Thunder Castle is hard at work on games based on **Conan** as well as babe-a-licious comic book heroines **Shi**, Lady Death, and **Vampirella**. ICGames@aol.com www.tgames.com

MJDDLE-EARTH: THE WJZARDS

(Iron Crown Enterprises, Charlottesville, VA)

Iron Crown is hard at work on The Lord of the Rings Expandable Card Game (or LORE TCG) which will be semi-compatible with the original Middle-earth. Rules and cards that unnecessarily had virtually the same function in ME:TW will be streamlined, and "easy learning" will be the order of the day. Look for the LORE game in late 1999.

ice@ironcrown.com www.ironcrown.com

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The Colors of Magic Anthology Available February '99

J. Robert King

Ringside

by Wolfgang Baur

How to Have Fun-Sconning LSR Players Save the Emperor's Royal Tochus

Spoils and Fallout for the Victorious Clans of the 1998 Storyline Tournaments

n the edge of the Phoenix lands lies a haunted castle that once, hundreds of years ago, hosted the Imperial winter court. More recently, the castle stood empty except for the ghosts of murdered guests, and one important living guest: Emperor Toturi the First. The warriors of the Empire—the Grey Crane, Hoturi, and Ginawa not least among them—have been seeking Toturi for months. At long last, a samurai of one of the Great Clans stormed the castle and rescued the Emperor. Which clan can claim this honor?

No one knew then, but the Storming of Morikage Castle Extended Jade format tournaments would answer that question. In many ways, this was the best L5R storyline tournament ever, because more players got to see it in person (unlike the admittedly glorious Day of Thunder at Gen Con in 1997).

Seeing hundreds of L5R players fight it out to bring honor to their favorite clans is nothing new; storyline tournaments have been part of the game since its earliest days. But the latest storyline tournament had a completely different scale: It was held over three days, involved more than 3,000 players, and was hosted around the globe.

Here are some of the highlights of that event, and of other storyline tournaments held in 1998. Many of the storyline tournament results—such as the Test of the Emerald Champion and the Marriage of Hida O-Ushi—are well-documented in *Duelist, The Imperial Herald*, and elsewhere; so "Ringside" focuses on a few of the lesser-known storyline tournaments of the year.

The Storming of Morikage Castle

On the weekend of January 15-17, diehard L5R players around the world—from the Philippines to Portugal, from New Zealand to New York—fought it out at local tournaments. The results have been compiled, and they determine which

clan has claimed the honor of finding and restoring Emperor Toturi I to his rightful throne. Local winners at each store won katanas, koku, uncut card sheets, T-shirts and—just as important bragging rights. More than 3,000 players played at more than 250 stores. A unique new threejudge system allowed tournament judges to act as players as well as judges. Every clan was represented. In terms of sheer number of wins, the Unicorn Clan came out on top.

For the record, yours truly didn't do badly

That's hardly the whole story, though. The Storming of Morikage Castle wasn't about which clans showed up most often; it was about the clan with the best winning percentage. In evaluating the results to declare a winning clan, the card designers at AEG looked not at the total number of wins, but at how many wins each clan garnered per player. After organizers weighed the results, the clan with the most wins by store won the overall tourney. If you want to read the blow-by-blow tournament reports from the scarred survivors, check out the L5R Archive at <www.geocities. com/area51/dungeon/6999/15rmain.htm>.

(For the record, yours truly didn't do badly at the tournament at the Guildhouse in Federal Way, Washington. Thirty-one players turned out for the event there. I held a 3-2 record after five rounds of Swiss, using the Dragon deck described last month. Unfortunately, the tiebreaker didn't go my way, so I didn't make the final eight. Maybe next time.)

WJNNERS: Primarily Unicorn, Crane, and Lion, though Dragon won a few. Though technically second to Unicorn in overall number of wins, Crane had more second- and third-place finishes, and can claim to have done better overall. The tiny



Wolfgang Baur is still waiting for word from Otosan Uchi confirming his appointment to a Ministry under Toturi's new regime. He would prefer the Ministry of Donuts. number of wins shared by the Shadowlands and Toturi's Army were remarkable and surprising.

Since few of the winning decks were corrupt, we probably won't see the corruption of Toturi, despite his heavy suffering during months and years of captivity. The fact that he is now aligned with the ninja is definitely cause for concern, though. Something's rotten in Otosan Uchi. First Hantei the 39th, now Toturi: Some empires just can't get a break.

CARD RESULT: The specific cards arising from the tournament were not named at press time. However, look for a new samurai with an ability that affects the Imperial Favor. (Hey, if you saved the Emperor, you'd definitely have his attention, right?) Also, expect an event card to commemorate the event. Note to flavor text watchers: Pay no attention to the ronin in *Dark Journey Home* whose flavor text has him lying about rescuing the Emperor all by himself—that card was printed before the tournament was held.

Just as important, look for the overall clan results to boost some of the weaker clans. The Dragon Clan, for instance, has long been considered underpowered by savvy players, but its supporters showed up in big numbers for Morikage (third in overall numbers, just behind Unicorn and Crane and ahead of Lion), and didn't win in proportion to their attendance. Their failure to perform well at Morikage (scoring few wins for so many entrants) seems to support the argument that the clan needs help. Yoritomo and Crab may get some help for much the same reason.

GEN CON

The Jade Champion

The regent restored the long-empty post of Jade Champion to fight the increasing incidents of *maho*, or blood magic, occurring in the empire. As a result, the shugenja of each clan gathered together to determine the greatest among them.

In story terms, the winning (corrupt) deck has led to a corrupted Jade Champion. Why did the Lion turn to darkness? Because Unicorn magistrates threatened the borders of Lion lands.



Test Of The Jade Champion is one of many cards created for story tournaments.

The problem: though Kitsu Okura's oni defends Lion, we all know that Evil Feeds Upon Itself. Watch for a new Jade Champion in the not-too-distant future. WINNER: David La, corrupt Lion Clan CARD RESULT: Test of the Jade Champion, Mantle of the Jade Champion (*Dark Journey Home*)

GAMES UNIVERSITY

The Emerald Champion

With the Kakita Toshimoko vanished and believed dead, Takuan decided it was time to choose a new Emerald Champion to carry out the will of the Imperial court. The fact that Crane won this tournament was no surprise to anyone, but the resulting card is a little unexpected. The new champion is not a Crane but a member of the Imperial house of Seppun—who bears a remarkable resemblance to a younger, less scarred Kakita Toshimoko.

WJNNER: Scott Orlando, Crane

CARD RESULT: Seppun Toshiken joins the Crane clan for one fewer gold (*Dark Journey Home*)



Seppun Toshiken

GAMES UNIVERSITY

Creation of a Minor Clan

This multiplayer tournament had quite a prize—the winner gained a new minor clan (and thus, new personalities) for his or her clan. Since the victory went to the clan of the Wolf, Toturi's Army gains a number of much-needed additional personalities. This makes a lot of sense— Emperor Toturi I has the power to create new noble titles for the ronin who followed him faithfully through the dark times of the Clan Wars.

More than just a great win for an underdog, this tournament provides a great example of a tournament result matching up neatly with the existing storyline. WINNER: Toturi's Army

CARD RESULT: Creating the Monkey Clan, Toku Exp. 2, and Tzurui (Dark Journey Home)



Tzurui

ORC CON

To Gain a Tattoo

Before this event, the contenders were told that a member of the winning clan would get a tattoo. They weren't told that the tattoo would be inscribed by Dragon clan artisans, or that it would come with a whole new outlook on life for the Personality involved, but that's just what happened.

The Crane duelist Doji Reju abandoned his position at court to join the Dragon clan in the mountains, leaving Crane courtiers to whisper and wonder. Hitomi Reju has been tattooed, has fallen under Hitomi's sway. He has found a new purpose, a cause more important than the oaths he swore to the Crane clan.

WINNER: Crane

CARD RESULT: Doji Reju joins Dragon clan (*Hidden Emperor*, Episode 6)

DRAGON CON

The Dragon's Gift

The Celestial Dragons withdrew from the earth in the wake of the Clan Wars and the defeat of Fu Leng; one, the Dragon of Void, lingered behind. In a chasm near the Shadowlands, the Dragon imparted a precious gift, leaving a piece of its own soul in the form of a Dragon Pearl.

Which clan would claim it? The increasingly militant samurai of the Crane found it, and will surely use it to retain their family's place at the heart of the Imperial Court.

WINNER: Eric Wiener, Iron Crane

CARD RESULT: Dragon's Claw Katana, attaches to Toshiken for free (*Honor Bound*)

ORC CON

The Wedding of Hida O-Ushi

Yes, Hida O-Ushi married—the hapless Unicorn samurai Shinjo Yasamura is being ridden hard by his new wife. Unusually, this particular Shinjo groomsman took on the Crab family name, and became Hida Yasamura. The thought of children already terrifies the Shinjo side of the family, no doubt.

WJNNER: An honorable Unicorn deck CARD RESULT: Shinjo Yasamura joins the Crab clan, providing some much-needed cavalry. (*Hidden Emperor*, Episode 4)

GEN CON UK

Return of the Kolat Master

This tournament determined the future of L5R's sneakiest personality, Akodo Kage, the Lion clan kolat master. In fact, it was revealed that Kage had been hidden by one of the Great Clans, and rumors of his death were spread among the other clans. As the tournament determined, he had been sheltering among the Crane all along, offering them information in exchange for sanctuary. Whether this is really a "victory" for Crane remains to be seen; Kage has a way of making others work for him.



Doji Rrju

WJNNER: Tom Mulheim, Iron Crane CARD RESULT: Asahina Dorai (check out the flavor text), Glimpse of Kage (*Dark Journey Home*)

AND CON

Death of the Ki Rin

The Ki Rin was found slain in the shadowlands by Crab scouts searching for survivors or bodies from the Hiruma Castle disaster. A great source of good had been slain and left for the vultures. However, its foal escaped, and the foal's heartrending cries echo in the mountain pass. Can a human clan find the foal before the oni silence it forever?

This tournament was held in Swiss-style, Extended Jade format. While the event card seems appropriate to mark the overall event, it lacks a tie-in to the winning clan. We can probably expect a Ki-Rin Foal card soon that joins the Dragon clan for less gold. WJNNER: Brad Kippel, corrupt Mountain Dragon CARD RESULT: Death of the Ki Rin (*Hidden Emperor*, Episode 6)



STRATEGICON

Oracle of Earth

Run as a multiplayer tournament, the clans searching for the Emperor found something they didn't expect: a lost tower in a remote valley choked with thorns and brambles. In the tower, an Oracle lay dying. When the Oracle reached out to his rescuer, a spark passed between them—and a new Oracle was created among the Crab clan.

WJNNER: Artist Ben Peck, playing an honorable Crab deck

CARD RESULT: Hiruma Osuno, the Crab clan Oracle of Earth (*Dark Journey Home*)



Hiruma Osuno

The Dark Road Ahead

What's in some for the major storyline tormanismus of 1999) While only Ree Sanshee and the AEG crew know for sure, you can follow the whole sags of the staryline tournaments on Neil Langidin's excellent website at survermultifunational -funnation/uorymn.htmls-. Better yet, show up and fight for your favorite clan at one of the normaments yourself.

Glimpse of Kage

The Top 8 tinishers win ortate and total accommodations for two at the 1099 \$250,000 Super Series Championship at Disney's Wide World of Sports" Complex Just outside Orlando, Florida





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Inside the Industry

Forcing the Issue

by Michael Mikaelian

Heilar Nothing Beats Darth

The Circle Is Now Complete

As the hot desert winds play over the decimated Lars' Moisture Farm, Darth Vader, Dark Lord of the Sith, stands triumphant over the smoldering remains of Obi-Wan Kenobi. Scattered in the distance are the husks of

Obi-Wan's agents. All manner of aliens aid the Rebellion in their struggle against the evil galactic Empire. Through the power of the Dark Side, Vader defeated them singlehandedly. Immune to their tricks and feeble attempts to subdue him, he stands triumphant.

That's how I always picture it whenever I win an Epic Duel. Just Vader and some fool that thinks he can beat him. Everyone knows that Vader is the Man! Thanks to Hunt Down And Destroy The Jedi, you and the Man can personally exterminate the rest of the Jedi while winning a game of Star Wars.

Jedi Hunting 101 The premise behind the

Hunt Down And Destroy The Jedi (HDADTJ) objective is simple—win by causing your opponent to lose Force. Visage Of The Emperor (which begins the game in play) is perfect for this, and Their Fire Has Gone Out Of The Universe (the "flip" side of HDADTJ) makes it efficient too. All you have to do is get Vader on the table—fast. To ensure that it's difficult for your opponent to reverse your objective to the 0-destiny side, you'll usually want to use Twi'lek Advisor to start with Bad Feeling Have I in play. If your opponent appears to be playing a deck which focuses less on Luke and Obi-Wan, you may want to leave Twi'lek Advisor in your deck instead, making it available during the game.

It's a good bet that you'll get one of your five Vaders and seven battlegrounds in your opening

hand. If you don't, drawing the Force you activate on your first turn should fill in whatever you're missing. With the considerable Force advantage provided by the Holotheatre and Meditation Chamber, you should be able to

deploy Vader on the first or second turn, depending on how much Force your opponent gives you to start with. Don't worry if your first Vader is Darth Vader With Lightsaber (who has no immunity

to attrition). If your opponent



forces you to lose him, you'll most likely have drawn one of your other Vaders by then.

Once you've gotten Vader to a battleground, you will no longer be losing Force to Visage Of The Emperor. Your opponent, on the other hand, will have to deal with the slow, seeping loss of one Force every single turn-

yours *and* theirs. Now your mission is simple—wait for them to do something about Vader or the Visage. You'll be prepared for many of their tricks.

Don't Underestimate The Power Of The Force

Perhaps the most interesting feature of this deck is the inclusion of Sense and Alter. It seems that eyeryone has forgotten all about these two very powerful cards and how vulnerable they make effects and interrupts. Many of today's decks have very little or no protection against them. You'll find them to be very effective in the current environment.

There are other powerful cards to help you deal with your opponent's efforts to thwart you. Sniper and Disarmed are handy when you have to run away from a more powerful opponent. It's conceivable that you could whittle a large force down to one or two unthreatening characters. In one control phase, you could Sniper, You Are Beaten, and Disarm three characters, then deploy



Michael Mikaelian will be taking a break from this column to spend time with his lovely new wife Shanna. Starting next month, master Star Wars CCG deckbuilder Woj (fill-in-the-blanks) Jankowski will be taking over for him. OK, Mike actually lost his column to Woj in a high-stakes bout of Star Wars Trivial Pursuit. additional characters, Elis Helrot anyone hanging around at other sites and initiate a battle. Once in battle, you can then use Darth Vader, Dark Lord Of The Sith to "choke" another character or initiate an Epic Duel against Luke or Obi-Wan (and since this is taking place during the battle, Tarkin can cancel one of their destinies for this duel). If they still have any characters left, you can then cause even more considerable damage.

He Will Join Us Or Die

Knowing when it's safe to duel—and when it isn't—is very important. Simply put, you must be in complete control of any duel you initiate. You never want to duel out of desperation—once you lose an Epic Duel, Vader is out of the game. Can't be retrieved. Can't re-deploy. He's gone on to the other side. Finished. History. What's worse, Visage Of The Emperor will continue to cause *you* to lose Force, too. You won't even be able to cancel it, because none of your characters have 5 ability! Unless you can drain at a "Revolutionized" *Executor* site, you're stuck losing Force to the Visage.

Here are some guidelines on dueling:

When your opponent has no cards in his or her reserve deck, you may still initiate duels. This is the best time, because you know your opponent will have a total power of 0 (2 if Luke or Obi-Wan has a lightsaber). Even if there's only one card in the opposing reserve deck, you don't want to take the chance that it's destiny 6 or 7. If you know otherwise, go for it.

Use Reactor Terminal and used interrupts to set up your destiny. Jabba's Through With You and Weapon Levitation can be played even if there are no weapons to get. If you know that those two cards (or any two high-destiny cards) are coming up, that's an excellent setup for dueling destiny.

Get a feel for what's in your opponent's deck. If your opponent's running a lot of high-destiny cards, make certain that you can beat his or her total.

Grand Moff Tarkin can cancel any destiny drawn during a battle. It's perfectly legal to duel during the weapons-fire segment of a battle. By having Tarkin cancel 1 opposing dueling destiny, you're almost guaranteed a win.

Focused Attack adds a destiny when dueling. Use it. Save it only if you're sure to win without it.

Disarmed removes weapons—even permanent weapons. If a character is Disarmed, that's 2 less added to his, her, or its dueling total.

In a pinch, you may be tempted to initiate a non-Epic duel. If you're going to do it, remember that your objective will be removed from the game. All sorts of bad things happen then. Of course, if a non-Epic duel will prevent you from losing the game, maybe it's a good idea. Vader's Obsession can also be tempting, especially if Luke's Disarmed, your opponent doesn't have enough destinies to draw, and you have Focused Attack and three big destinies lined up. Not only will he or she have to lose Luke and all that Force, but you'll retrieve the same amount he or she loses. That could very well end the game.



You CAN Win, Darth

Starting Cards (5) 1 Epic Duel 1 Executor: Holotheatre 1 Executor: Meditation Chamber 1 Hunt Down And Destroy The Jedi 1 Visage Of The Emperor Locations (7) 1 Cloud City: Downtown Plaza 1 Cloud City: Port Town District 1 Hoth: Defense Perimeter Tatooine: Cantina Tatooine: Jundland Wastes 1 Tatooine: Lars' Moisture Farm 1 Tatooine: Tusken Canyon Characters (13) 1 Bane Malar 1 Boba Fett (Cloud City) 1 Brangus Glee 2 Darth Vader 1 Darth Vader With Lightsaber 2 Darth Vader, Dark Lord Of The Sith 1 Djas Puhr 1 General Veers 2 Grand Moff Tarkin 1 Zuckuss Vehicles (4) 1 Blizzard 1 1 Blizzard 2 2 Patrol Craft Interrupts (21) 3 Alter 2 Elis Helrot **1** Focused Attack 1 Hidden Weapons 1 Jabba's Through With You 1 Monnok 3 Sense 2 Sniper 1 The Circle Is Now Complete 1 Twi'lek Advisor 1 Unexpected Interruption Vader's Obsession **1** Weapon Levitation 2 You Are Beaten Effects (6) 1 Bad Feeling Have I 1 Disarmed **1** Reactor Terminal 1 Resistance 2 There'll Be Hell To Pay Weapons & Devices (4) 1 Dengar's Modified Riot Gun 1 Mandalorian Armor 2 Vader's Lightsaber

Inside the Industry

Baldur

by Rick Moscatello

Strate

Getting Out of the Gate

nterplay's Baldur's Gate (BG) is truly an awesome game, but several factors can make for a rough beginning, especially if you're new to the whole Dungeons & Dragons experience. What with all the choices you're forced to make right from the start and the somewhat open-ended nature of the quests in the first three "chapters," it can be tricky getting up to full speed. Here, then, are a few tips to start you off right.



Reroll, reroll, reroll... There's no crime in being all you can be. With no DM looking over your shoulder you can roll until you get sick of it. Beware that you cannot change earlier choices (such as class) after you have rolled killer stats, so make your earlier decisions with confidence.

Baldur

Baldur's Gate is vast indeed! Relatively little of the adventure takes place in Baldur's Gate proper. The city bolds bundreds of secrets nonetheless, and can keep a brave adventurer occupied and in mortal danger for quite a few weeks.



All the ladies know that Rick Moscatello is a multiclass act—which explains the multiclass-action lawsuit.

Rolling Up Your Character A Class Act

The first important thing to do is pick a class (actually, you pick race first, but the best race for you will be determined by your class).

Warrior (Fighter, Paladin, Ranger): These classes are all fine choices since BG is a low-level adventure (meaning very little magic). Only characters of these classes get a bonus for exceptional strength—which can be particularly valuable.

Fighters can be a somewhat boring class, although massive specialization (by putting all your skill points into one weapon type, such as bows or swords) gives them a great edge (ha!) in combat.

Rangers aren't as good a choice here as in the tabletop AD&D game since they don't get to use a weapon in each hand (due to a quirk in the tabletop rules, having an extra weapon is far more use-

ful than the wimpy 1-point armor bonus from holding a shield). If you do pick a ranger, your best bet for racial enemy is Gnoll, since you'll find Gnolls all over the place.

as

Paladin is probably the best overall choice, since a paladin comes with healing and detection of evil (which lets you pick out all the evil monsters and characters on the entire map), while only slightly sacrificing the firepower of the "pure" fighter.

Priest (Cleric, Druid): Healing is critical as your characters take a royal beating time and again. Luckily you'll quickly gain some healing power even if you aren't a priest, but you'll still want more soon. Fortunately, you'll find enough clerics around that you don't need to be one.

Wizard: There's no doubt about it, BG is hard on wizards. Powerful magic items that can protect an unarmored wizard are rare, experience is hard to come by, spells are not easy to acquire (and you don't automatically get one when you level up), plentiful combat means you'll run out of spells quickly, and resting to regain spells is difficult at best. Only experienced players should try being a wizard (either as a specialist or a "normal").

Rogue (Thief, Bard): Rogues are probably the worst starting picks for BG. Not only will you have the opportunity to get thief and bard henchmen early in the game, but there will never be a situation in which you'll *need* thief skills to survive (often, a potion of invisibility and a few other magic items will accomplish the same task). If you do go this route, be sure to pick some nonhuman race (elf and halfling are the best choices), since they get all sorts of additional advantages.

Dual-Class: If your race is human and your class isn't a "subclass" like paladin or bard, you can eventually become a "dual-class" character, which basically means you forget about your first class and forever afterwards become a new class. Once your "new" class level exceeds your old, you can use abilities of the old class, but you'll never gain

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... and spells, magical items and monsters, character kits, weapons and powers, and proficiencies.

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DUEDM98

Cheater!



"Macramé is SO an art form!" The iron shortage was probably caused when they made this guy's armor. Early in the game you should talk to and explore everything possible. The experience you gain will be invaluable later when you crash this guy's macramé club.



No! Er, Yes! No, wait! Maybe!!! With hundreds of interactive MPCs, many of whom behave differently depending upon your. "Tone of woice," the chances of getting ripped off, empowered, or given a quest are myriad. Consider saving your games before each encounter.



Be Prepared. Be VERY Prepared. Where better to look for the cause of an iron shortage than at the Nashkel mines. Before the crawl, make sure you have everything you need. There's nothing like having to come all the way back out because you ran out of arrows.

f you don't want to start off at 1st level, you can score some big experience points by "killing" Firebeard in the Inn. "How does a 1st-level pansy kill a mage?" I hear you ask? Buy a missile weapon, and stand at the foot of the stairs. Attack Firebeard by clicking on your weapon and then clicking on him. Run up the stairs before he finishes casting his spell. Then run down the stairs, and back up when he casts again. Repeat until he runs out of spells (10), and tries to close on you with his dagger. He's not so good in melee combat! After you kill him, don't forget to loot the body! To avoid having your reputation trashed, export your character out of the game (click on the export button on the character screen), and import him into a new game. It's a new game, so Firebeard will be back, ready to be slain again. If you want more than just experience, go to the illusionary battles in Candlekeep, and have your pals give you all their stuff. Then import out, and export back into a new game. Both the "export trick" and running off and on the game screen are useful "cheats" for beating BG more easily.

If you like to earn your experience, then you'd best do all 10 QUESTS of Candlekeep before telling Gorion it's time to go:

1. Give Phlydia a book she lost in the hay. 2. Get the scroll from Tethroril (wandering the inner courtyard) and give it to Firebeard.

3. Kill Reevor's rats.

4. Give Fuller bolts (you'll get a nifty magic dagger for this one!).

5. Give Hull his sword.

6. Get the antidote for Dreppin (the antidote lies next to Hull's sword).

7. Kill the assassin in the bunkhouse.

8. Kill the assassin in the priest quarters (north side of Candlekeep).

Get the potion from the priest in the bunks south of Candlekeep.

10. Fight illusionary battles with Gatewarden. Use the spacebar to pause often or get your butt kicked!

levels in the old class. Dual-class is fun, but armor restrictions make most combinations unworkable. Probably the best class to start with is fighter, since you can start with exceptional strength, and an extra helping of hit points, and you'll be able to exploit both of these immediately in your next class. Note that the game has a cap of 89,000 experience points per character, so you should switch to your new class fairly quickly, at level 2 or 3 at most. If you really want to be a wizard, it's a rockin' idea to be a fighter first.

Multiclass: If you're not human, you can be multiclass. Again, armor restrictions make most multiclass options fairly limited. Multiclass characters go up levels s-l-o-w-l-y, and in a game where "leveling up" is slow already, it isn't worthwhile. Unfortunately, the 89,000 point total cap limits their usefulness in the game.

Ability, Ability, Ability

Your ability scores will largely reflect your class, but there are still a few things to be said—especially since you can lower one score to raise another *after* you roll up the character.

Strength: Obviously, if you're a warrior, raise your strength to 18 by whatever means possible. As soon as you do, you'll get exceptional strength; you'd like to get 18/00, but be satisfied with anything above 18/50 (unless you're a powergaming weenie!). Try not to lower your strength below 11 for any class (especially clerics), since it also affects how much you can carry.

Dexterity: All classes benefit from high dexterity, especially if it is above 14. The higher the better, always.

Constitution: If you're not a warrior, be certain to make your constitution 16 (but no higher), as this maximizes your hit point bonus. Warriors can benefit if it is higher than this, but it's usually better to put the extra points into dexterity if you can get it above 14.

Intelligence: Except for wizards, there's no penalty in the game for having low intelligence, even if it is a 3! Intelligence is a good ability to "mine" for points to use elsewhere.

Wisdom: You don't want this score below 8, and, if you're a priest, move it up to 18.

Charisma: High charisma isn't critical in this game, as most dealings with other characters are scripted, and your actions are more likely than your charisma to determine the outcome of negotiations. Much like wisdom, you probably shouldn't lower it below 8 if you can help it.

These are just the basics, so be sure to pay close attention to details and always watch your back. As with any RPG, leave no question unasked, no clue uninvestigated. In the end (or when you reach 89,000 experience points) you, too, will conquer **Baldur's Gate.**

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Deadlands Strategy

by Scott McGough

Consult the BOOK Of

Miraculous Gunslingers Make Their Mark in Gomorra

rothers and Sisters, I've called you all here because I am suffering a crisis of faith. The world just doesn't make sense anymore and I am in need of your friendly guidance. Look at the miracles happening all around us. Miracles can happen, do happen, and will keep happening every day on the streets of our fair city. It scares me. Men and women of every stripe and station plain got their mojo workin'...

and you need to get ready for 'em, 'cause it just might work on you. Blessed gunslingers are everywhere. Unlike the shamans (who for the most part stick with the Sioux Union), the blessed play nice with kids next door. They avoid the devious lurk-and-pounce tricks that hexes make

> possible—yes, these new spells, known as miracles, tend to support other Outfits' essential strategies as easily as they support the Flock's. And, much as it pains me to admit it, this miraculous new frontier in Deadlands makes it not only more possible, but also a lot more fun, to defeat your enemies without firing a shot.

> If you haven't thought about exploiting the power of the pull as well as the luck of the draw, you're going to have to join me now in a one-bite helping of bullet. Even the bloodthirtiest, shoot-'em-firstiest, doggone worstiest Town Square bully has to start preparing for yellow-bellies that can duck gunfights for an entire game and still win. But don't throw away that Blackjacks/Arson deck just yet...because there are also several cool new ways to bring the turtles out of their shells.

Just wait'll those varmints see you pullin' these decks out of your saddlebags.

The Blessed Event



In and of itself, The Flock is a solid, jack-of-all-trades Outfit. There are some powerful abilities and some decent gunfighters among Flim, Flam, and the Seven Deadlies, and the Outfit's ability to double the bluechip value of strikes is always useful. The bulk of the blesseds' miracles repeat or improve on the noon and shootout actions provided by hexes and spirits. The more powerful miracles, however, cancel gunfights, banish dudes, and otherwise control entire turns.

As easy as it is to work blessed dudes and miracles into another Outfit's game plan (see sidebar), "The Blessed Event" goes in the opposite direction, making efficient use of another Outfit's dudes. The Flock's major inherent advantage is the ability to sprint to victory as soon as enough control-point strikes are in play. Getting those strikes into play is simple, given the host of moderately priced blue-chip strikes (and the odd bone your opponent might throw you). To keep your opponent's grubby paws off your strikes so you can reach the all-important sprint, this deck employs a handful of Sioux shamans and two key spirits to literally manipulate events to your favor.

The Blessed Event wins by removing the unpredictability of event cards and then using their effects as part of a winning strategy. Careful application of a shaman equipped with Ask the Spirits and/or Apache Devil Dancers allows you to invoke these events at will. An event like Heavy Rain, for example, will keep every Outfit (except maybe those no-count Maze Rats) from even making it to your strikes; and since the Flock adds a control point to any strike that's already got one, that might be enough to win you the game. A sudden declaration of Christmas Day means you can gather your most influential dudes at key locations, even boot-

"Scott McGough" is actually a pseudonym for a little-known order of celibate monks who write game reviews for the same reason Trappists brew ale: spiritual enlightenment. Armaments.

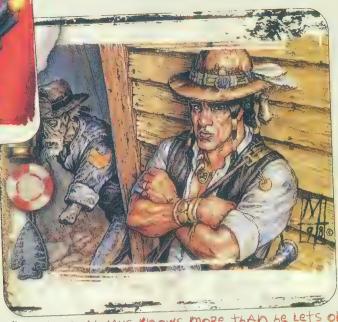
WRATH MAY BE THE DEADliest of the Deadly sins.

> ing them to get there, without risking their lives. Easter Sunday will let you repopulate if someone massacres you in your home or things get ugly out in the minesallowing you to endure a catastrophic loss or two and come back grinning for more.

> Setting up your shamans can take several turns, which is one of the reasons this is a Flock deck and not a Sioux Union deck. Elijah and his fellow blessed have access to the miracle Calm, which allows you to cancel any shootout and send all participants home, booted. They can also do a little Holy Rolling to improve their bullet rating or allow them to survive all but the very worst gunshot injuries. Wrath can cancel any one shootout action card his posse faces, and Envy can neuter the toughest shooter your opponent sends out. These avoidance tactics will protect your influence, your control points, and your key dudes until you're ready to

make your big move.

Start with Elijah (the best miracle-worker in the game) and Kansas City Kara (an affordable lycanthrope who, at 2-stud, can easily hold her own until her more ferocious side is available). You'll also want to get as many shamans in play as possible and lay down as many spirits and miracles as you can. Even if your events start going off before you can direct them, they will slow down the game until your forces stand ready. Once you have Calm, Ask the Spirits, and Apache Devil Dancers in place (and often one element of this combo will be enough), drop one of your multiple copies of Avarice and start retrieving the control-point deeds from your deck. Sure, your opponents will have no problem maintaining their own high influence totals (after all, you're not really hurting their red chips that much), but by that point you'll have Kara, a Werewolf, and/or Little Running Bear ready to fight for the Flock.



Wise CLOUD ALWAYS KNOWS MORE THAN HE LETS ON.

e Flock Joker (2)

(The remaining cards are in value order. Starting dudes are in bold.)

Dudes (15)

- 2. Wise Cloud
- Singing Feather 3.
- 4. Avarice 5. Lechery
- 6. Envy
- Little Running Bear 6.
- 7. Will o' the Wisp
- **9** Kansas City Kara
- 9. Little Mountain
- 10. Cheyenne Bottoms JA Werewolf (2)
- Ja Wrath
- KA Elijah
- Joeseph Eyes-Like-Rain K.

- Deeds (15)
- A. Stuffed to the Gills Strike
- 2. Smiling Lizard Lode
- 2. Smiley's Shaft
- 24 Den of Eastern Delights (2)
- 3. Knot Mine
- 3. Bock Ridge Mine
- 4. Fish Ridge Mine (2)
- 5. Lonesome Willow
- King Willy's Mother Lode (2) 6
- 7 Carpenter's Shop
- 10. Surveyor's Office
- Q. Town Well

Miracles/Events (22)

- Av. Christmas Day (3)
- 6. Ask the Spirits (3)
- 7 Easter Sunday (3)
- 7 Holy Roller (2)
- 10 Apache Devil Dancers (3)
- K• Calm (4) Ky Heavy Rain (4)

Brothers and Sisters, you didn't really think Id submit a deck that wasn't ready for a fight, did you? This game's about gunfighting, people, and if thugs like me have to be ready for Flock and Collegium wallflowers, then by God, they have to be ready for the likes of us.

Texas Rangers

Death's Head Joker (2)

Dudes (19)

A Red Crow

- A. Marko Muskovich
- 2 Mitobu 3 Bob Bidwell
- 3▲ Jesse Freemont
- 3. Lucky Ted
- 5. Flint Parker
- 5 Johnny Quaid
- 5. Zeke Beauchamp
- 6. Tombstone Frank
- 7 Billy No-Neck 9 Eagle Rock
- 9A Raymond Armstrong
- 9. Spike Dougan
- 10 A Cheyenne Bottoms
- J John Bloody Knife
- Q Katie Karl
- Q. Mr. Slate (2)

Deeds (16)

- 6 Golden Mare Saloon (3)
- 7 Carpenter's Shop (4)
 10 On the Side Strike
- Q The Tree (2)
- Q The Undertaker's (2)
- K+ The Clock Tower
- K+ Flophouse
- K Foale's Folly
- K Strike Experiment #1

Goods (6)

- 9• Pearl-Handled Revolver K• Unholy Symbol (2)
- Ky Quickdraw Holster (3)

Actions (11)

- 2. Crack Shot (2)
- 3. Massacre at High Noon (3) 4. Any One of Ya!
- 8. We've Got Ya Surrounded (3)
- 8. Kidnapping (2)

Free For All

KAtie's smile melts the stoniest heart...

Ahh, the Texas Rangers. Now this is more like it. The Rangers allow for a completely different, decidedly more aggressive winning strategy than the Flock, and they do it through their queen rather than their Outfit ability.

Like the name suggests, "Free for All" is designed to exploit every last ounce of Katie Karl's staggering contribution to the Ranger cause. You see, Katie's not only a 3-stud, 3-influence, rosy-cheeked titan, she can also convince any dude in the game to join her team for peanuts. With Katie in play, the initial ghost rock outlay for each of your dudes is reduced by their bullet rating. That's right: the better the gunfighter, the less he or she costs. Five of the carefully screened dudes in this deck are literally free. The rest are ridiculous bargains with high bullet ratings, studs aplenty, and little to no upkeep. When Billy No-Neck, Eagle Rock, and John-freaking-Bloody Knife only cost 2 rock apiece and you can recruit the likes of Mr. Slate for a mere four white chips, there's no reason not to flood the streets of Gomorra and enforce a little discipline, Ranger style.

The deck also includes multiple copies of The Carpenter's Shop to make sure you get a break on your in-town construction projects. Most of the deeds in this deck are just as important as the dudes when it comes to picking—and winning—fights. The Tree makes sure there's always a Ranger nearby when you need one; the Clock Tower gives you the first move after the gauntlet is tossed; and the Undertaker's provides a steady supplement to your income each time you fight, rewarding your aggression even if you lose a This dead man's hand will Bring you GLORY... At least I'm hot Bored Anymore...

round. With the Carpenter living on your block, all of these deeds are also (say it with me) free, free, free.

Start with only Katie in play: you'll have enough ghost rock in front of you to play literally any card in the deck on the first turn. Katie eats up your entire Outfit's rock production, however, so lay down a cheap strike or the Golden Mare as soon as possible to improve your finances. Even on a bad draw, you can send out a few freebies (or dirtcheapies) to back Ms. Katie up when the trouble starts. And if it doesn't start soon, well, feel free to start some yourself with a nice Massacre at High Noon or a wholesome Kidnapping.

Make no mistake: this is a bully deck, and there is every reason to pick as many fights as you can. On a decent draw, you can lay down two or three dudes during the first turn and even equip a few of them with a Pearl-Handled Revolver, a Quickdraw Holster, or an Unholy Symbol. If you have enough dudes assembled, a surprise We've Got Ya Surrounded will change a hopeless situation into a rout for your side; Crack Shot can do the same for a one-on-one shootout. And Any One of Ya! just rubs it in their faces: if they don't send a dude out to battle your chosen champion, you get a victory point.

Speaking of victory, the deeds that don't support your "kill 'em all, and kill 'em cheaply" approach provide lots of rock and control points at flea market prices. Feel free to lay down as many blue-chip deeds as you care to: you'd like nothing better than to defend them, and any influence you kill in the process just makes winning that much easier.





- Long Arm of the Law (2)
- 8♥ Confession (4) Pearl-Handled Revolver (2) 9.
- Kv Quickdraw Holster (2)

Actions (10)

Massacre at High Noon (2) 3* Warrant (3)

5. 6. Bounty Hunter (3) Framed (2) 7 .

Influence Peddlers

A Sioux Union variation on the Whateley Staredown deck, "Influence Peddlers" takes that strategy to nigh maniacal extremes. The card pool is small, the chosen card effects stay extraordinarily focused, and there's not much of anything your opponents can do to stop you.

Virtually only three things should ever happen when you play this deck: you eliminate your opponents' mobile influence, you put a cheap blue-chip deed into play, and then you win. The Fair Comes to Town boots anyone with influence higher than one, keeping them away from your deeds. Rumors either reduces opposing

dudes' influence or stops them from leaving home-both options work for you. Friends in High Places ensures that you keep the control points you need until the end of turn. And finally, your shamans eliminate influence with Curse, your hucksters do it with Blood Curse and Mind Twist, and your blessed do it with Babble On.

The vast majority of the cards in this deck have a value of 7 or higher, facilitating successful pulls. Start with Wise Cloud, Tioga Joe, and Billy Iron Horse to ensure that you'll have a smart shaman, a tough gunfighter, and the right cards in hand to make things go your way.

Branded

Episodes 7-9 brought us the experienced version of Black Jack as well as Jack's formidable Left and Right Shooters (well, maybe not both of them Shooters, but I'm sure that'll all get straightened out). I thought so before, and now I'm convinced: Jack is the toughest dude in Gomorra. Jack is the man, and if you want to be the man, you have to beat the man. Being on the right side of the law can help. A lot.

Virtually the only thing working against Jack is the fact that he's always wanted. This Law Dogs deck was therefore designed with Jack in mind. All you need to do is assemble your Jack-busting posse (Austin Stoker or experienced J.P. Coleman, backed up by one or more Chengs) and then sic them on him with the help of your many Judge Henry Warwicks. With a little luck, the Long Arm of the Law will freeze him in place so that you can send Hangin' Judge Gabriel or a Bounty Hunter on a murder/suicide mission.

If you bring "Branded" to a game and Jack doesn't show, it's an easy matter to adjust. Put Reverend Simon MacPherson among your starters and slap a Confession miracle on him the first chance you get. Between Confession, Framed, and Warrant, you'll soon have no shortage of targets for your cards that hose wanted dudes. There are several other viable blessed dudes in the deck, and, Jack or no Jack, it's worth making all of your opponent's dudes wanted to cash in on the rock and victory points you'll get from the Tombstone Dispatch Branch Office, Jail, and the Law Dog's Outfit ability. Simply put, make 'em wanted and then make 'em suffer for it.

Hallelujah, I Am Restoreth-ed

Well, I may have strayed from the righteous path of omnipresent violence, Brothers and Sisters, but I have returned to testify. I bent, but I did not break. Deadlands continues to evolve new spheres of engagement and to open new frontiers of strategy, and as long as the streets of Gomorra are awash in blood, mud, and beer, I think there's room for a little spiritual reflection.

Now step aside. Rachel Sumner's waitin' for me down at the Tattoo Parlor

Pokemor

Strater

Sandshrew

A Place in France Define the Pokemon Dance

The Strategy Behind Running Away

When a newcomer starts playing the **Pokémon** trading card game, they usually pay attention to their Pokémon's Hit Points, attack costs and damage, maybe even Weakness and Resistance. Often, beginners don't think much about Retreat Cost—but sending your Pokémon in and out of battle is an important part of playing the game well. Pokémon with a low Retreat Cost can be a big help when you're dancing that **Pokémon** dance.

eginners tend to just attack with their Pokémon every turn and don't think too far ahead. But a little experience shows it's often a good idea to look first at the strongest attack your opponent can manage next turn. If that attack would knock out your Active Pokémon, then you should consider retreating.

The Better Part of Valor

You'll actually find a number of advantages to retreating. The most obvious is that you will prevent one of your Pokémon from being Knocked Out. Remember that even if you have plenty of Pokémon on the Bench and your opponent is nowhere close to Knocking Out six of your Pokémon and winning the game, it can still be good idea to pre-

vent a Knock Out just so your opponent doesn't get to draw a Prize card.

Another advantage to retreating is that it allows you to pick a different Pokémon as your Active Pokémon. Maybe one of the Pokémon on your Bench has a better attack than your current Active Pokémon, or maybe it has a better Weakness or Resistance. If it's easy for you to get your Active Pokémon out of the fight, it will be more likely that you can always put the right Pokémon into any battle.

Retreating can also heal your Pokémon from effects like Confusion or Poison. Remember that the rules say that "Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made earlier" all go away if Pokémon goes to the Bench. This means that even a really nasty effect like the results of Sandshrew's Sandattack (which forces your Pokémon to flip a coin, on tails your Pokémon's attack fails) can be removed by sending the affected monster to the Bench. The easier it is for you to get your Pokémon to the Bench, the less you will suffer from attacks like these.



Hit the Bench

How do you get your Pokémon back on the Bench? Sometimes your best bet is simply to play a card. Switch, of course, will take any Pokémon and replace it with a Pokémon from your Bench. Scoop Up will do the same thing—once you've scooped up your Active Pokémon, you simply replace it with one from your Bench. Then you can replay the justscooped Pokémon to your Bench, which means that Pokémon is healed. Even if you don't have any Trainer cards in your hand, however, remember that you can always retreat by paying the Retreat Cost directly.

To make use of all this baiting and switching in a practical manner, you'll want Pokémon with a low retreat Cost—either 1 or 0. Pokémon that cost nothing to retreat are especially useful. If you have one in your opening

Robert Gutschera owns a thousand acres of prime Pokémon grazing range that extends across three states. It's his fervent hope that this ranch will eventually secede from the Union and become the sovereign state of "Pokémonia."

and-attack li the Def



hand, play it as your starting Pokémon. When your turn comes around, put the Pokémon you really want to use on your Bench, and retreat your Active Pokémon for free, replacing it with the Benched Pokémon. In effect, you've played your Active Pokémon after seeing what Active Confused for very long. Simply retreat your Active Pokémon, bringing in the other Pokémon that has a zero Retreat Cost. Then retreat that Pokémon, bringing your old Active Pokémon back in. You've cured your Active Pokémon at no cost to yourself.

There are a number of good Pokémon with zero Retreat Cost. Two particularly interesting ones are Rattata and Doduo. Because these Pokémon are Colorless, they can be put into any deck. Rattata has a better attack (and can evolve as well), but Rattata is vulnerable to Fighting and has only 30 HP, so he can fall to a single blow from



Knowing When and hOW to retreat is to being a glod Pokenon player.

Pokémon your opponent has chosen, which can be a big advantage. You can do this trick later in the game as well; whenever your Active Pokémon is Knocked Out, replace it with a zero Retreat-Cost Pokémon from your Bench. When your turn starts, you can draw a card, play any other cards you might want to play, and only then decide which Pokémon to use.

If you have two Pokémon with zero Retreat Costs, it's nearly impossible for your opponent to keep you Poisoned or

attata

Bite

OHP 3

20

50 HP 3

Doduo

Machop or Hitmonchan. Doduo has 50 HP and a Resistance to Fighting (but a Weakness to Lightning), so in many cases he will be a better choice.

It Takes Two to Tangela

Suppose you manage to build a deck that swaps your Pokémon in and out with lightning efficiency. Your opponents can't defeat you, because they can't Knock Out your Pokémon; whenever one is damaged, it retreats and another Pokémon takes its place. Eventually, though, your opponents (at least, those who have been paying attention) will start building similar decks. How can

you answer them?

There are a number of strategies you can use to defeat an opponent who switches Pokémon around a lot. One simple technique is to just inflict a lot of damage all at once. If you have a Pokémon with an attack that does 50 or more damage, many Pokémon (and almost all of the ones that have a zero Retreat Cost) will be Knocked Out immediately, so they won't get a chance to retreat. Another possibility is to use Pokémon like Magnemite that can do damage to Pokémon on the Bench. Probably the best way to deal with this problem is to use Gust of Wind. Usually you just want to "gust out" the Pokémon that's recently retreated and Knock Out that Pokémon. But sometimes you want to pick the Pokémon on your opponent's Bench that has the highest Retreat Cost and gust that one out. If that Pokémon doesn't have any Energy attached, it may sit helpless for several turns while you attack it.

The Pocket Monster Mash

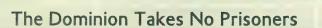
Even though some strategies may exist for defeating Pokémon trainers who do nothing but switch their Pokémon all over the place, knowing when and how to retreat is key to being a good **Pokémon** player. Whether you decide to include just one or two Pokémon with a zero Retreat Cost to give your deck flexibility or you include a huge swarm of low Retreat-Cost Pokémon along with plenty of Gusts and Switches to gain total control of both sides' Active Pokémon, running away can pay off big! Inside the Industry

Star Tr

IKE Rotorran

* D day

Christopher Guilmet



Decipher's fifth Star Trek: CCG expansion (and the first "normal" set since the double-sized, standalone Deep Space Nine) has arrived with an appropriate bang. The 130-card Dominion set includes a brandnew affiliation to flesh out the DS9 storyline. Players can also expect a little something for each affiliation and some special surprises.

he big news, of course, is the Dominion affiliation, led by the shapeshifting Founders. Several interrupts specifically are geared toward Founders and other 'shifters. For example, Flight of the Intruder will

Gods &

morph any or all shapeshifters at a location into birds, bringing them back into your hand. You Dirty Rat morphs a shapeshifter into a rat, excluding it from battle and mission attempts. Strike Three allows each shapeshifter present at the beginning of a battle to stun up to three personnel present. Shapeshift lets any Founder morph into any other Founder by exchanging the one on the table for one in your hand (if you don't have one in hand, you can always discard one from the table to download the other).

The Founders can *infiltrate* opposing affiliations using one of five special Founder personnel cards—Leyton Founder and O'Brien Founder (Federation); Lovok Founder (Romulan); Martok Founder (Klingon); and Kira Founder (Bajoran). You'll note the collaborating Cardassians (think of them as the intergalactic French) get a bye here, dodging the possibility of infiltration.

The Dominion player can report any Founder with a matching *infiltration icon*—a diamond-shaped version of a regular affiliation icon—to anywhere your opponent can report cards. With an infiltrator in place, the Dominion player now has the capability to seriously subvert the opponent's plans. Install Autonomic Systems Parasite disables a ship for a time, then relinquishes control to the intruder. Issue Secret Orders sends the Dominion's opponent to a mission of the infiltrator's choosing, then forces him or her to attempt it. This can effectively force, say, the *Defiant* to trip the Borg Ship dilemma, or fly into a horde of waiting Dominion warships.

"This most beautiful system could only proceed from

-Sir Isaac Newton

the dominion of an intelligent and powerful being."

You can expose infiltrators most effectively by getting the imitated personnel to the same place as the imitator. Expect to see personnel like Lovok, Leyton, and Martok become standard for any deck that wants to avoid infiltration. Shapeshifters are hard to keep confined to one place.

At the bottom of the Dominion food chain are the Jem'Hadar. For many players, they will be the reason to play this affiliation. There's a ton of them, and they're ridiculously overpowered in battle. The weakest is the universal Young Jem'Hadar, with STRENGTH 7 (still better than many Feds); the strongest has STRENGTH 11. Slip in a Jem'Hadar Disruptor Rifle or two for the +3 STRENGTH

Star Trek CCG: The Dominion

Decipher, Inc.

Premise

Fierce warrior junkies from the Gamma quadrant are popping through that wormhole faster than you can say "Ketracel-White," and they've brought their shapeshifting masters along for backup.

Format

130-card expansion for the **Star Trek CCG**; available in 9-card boosters. Playing time, 30–90 minutes.

Game Design

Decipher Design Team Original **Star Trek CCG** gameplay by Tom Braunlich and Rollie Tesh

More Information www.decipher.com

Christopher "Gul Met" Guilmet enjoys nefarious facial hair.

STATION



bonus, and watch as these dino-faced brutes mop up the spaceline with anyone who dares oppose the Dominion. Jem'Hadar also have fairly high INTEGRITY and CUNNING.

The designers kept the Jem'Hadar in check with two game mechanics. One is their addiction to Ketracel-White (see sidebar), the other is that all Jem'Hadar on both sides of the table immediately kill themselves if a Founder dies.

As the voice of the Dominion, the obsequious Vorta round out the affiliation as the only source of Diplomacy. The Vorta also have high CUNNING, bottoming out at 8, and low INTEGRITY, topping off at 6.

Skills are spread through each of these three species, making them very interdependent. Vorta possess the affiliation's only MEDICAL (at least until we see the Bashir Founder), Jem'Hadar have the only Honor, and the Founders possess many specialized skills (thanks to the impersonators), like Resistance and Tal Shiar. Greed shows up on the two universal Dominion CIVILIANS.

Skills are useful for overcoming dilemmas, but the Dominion truly earns points by conquering. Subjugate Planet, a seedable objective, allows the Dominion to solve a mission through the brute force of the Jem'Hadar and a lone Vorta. Although they can stay in the Gamma quadrant and earn all their points there (certainly possible with Subjugate Planet), the Dominion player has several incentives waiting in the Alpha Quadrant. The problem with this scenario is that Dominion personnel



Got White?

What keeps the Jem'Hadar from totally stomping anything in their path? Their genetically engineered addiction to Ketracel-White! White-dependent personnel (who bear a special icon) must be present with a Ketracel-White equipment card. The White is vulnerable to anything that affects equipment and counts down in three turns.

Once they are out of White, the Jem'Hadar go berserk, first attacking any opposing personnel, then any personnel not dependent on White, then themselves—but *never* changelings. Also, one additional Jem'Hadar will simply die from withdrawal. No White is a very, very bad situation to be in, and

must be avoided at all costs. This certainly reflects the way the Jem'Hadar are treated on the show: as potent tools with the potential for causing the user great amounts of pain.

Keeping the Jem'Hadar in line requires not only copious amounts of Ketracel-White, but also several Vorta and a little finesse. As the keepers of the Jem'Hadar, Vorta can "ration the White" and prevent all but one White equipment card from counting down each turn. Access to a Dominion facility—all of which either prevent Ketracel-White from counting down or reset the countdown each turn—is also key. Keep the Jem'Hadar from getting delirium tremens and you'll claim the Alpha Quadrant for your shapeshifting gods in no time! (who all bear a "G" symbol) only report to the Gamma Quadrant.

You have a couple of ways around this limitation. The Jem'Hadar can be "birthed" in a Jem'Hadar Birthing Chamber. Young Jem'Hadar report there for free, regardless of Quadrant, and grow up into universal Jem'Hadar at the end of the turn (you switch the Young Jemmie with a universal one from your hand, meaning one Young Jem'Hadar can allow unlimited reporting in the Alpha Quadrant). Also, In The Bag allows any piece of equipment (even one in the "wrong" Quad) to morph into a shapeshifter from your hand. Never know where those sneaky 'shifters will be!

The Dominion isn't the only affiliation to benefit from The Dominion. Everyone now has their own Headquarters, allowing free card plays of Federation Admirals, Romulan Senators, or members of the Klingon High Council to their respective homeworlds. Other affiliations can use the new shapeshifting cards with Salia and Anya, two non-aligned "allasomorphs" from The Next Generation. Then there's Empok Nor, a sort of recurring "character" on DS9. Empok Nor is a neutral facility, meaning Klingons and Romulans can build a deck around a Nor and benefit from Ops downloads and Ore Processing. However, to get control of the station, an away team must overcome any seeded Empok Nor dilemmas (basically, any dilemma with "Empok Nor" in the lore), and commandeer the station by getting Computer Skill to Ops, flipping the card. Currently there are only three Empok Nor dilemmas: Friendly Fire, Sleeper Trap (one of my favorite Dominion cards), and the venerable Garak Has Some Issues from the DS9 expansion.



Big news in The Dominion is two new objectives. Engage Cloak, a seedable hidden agenda, truly cloaks those cloaked ships. When a ship cloaks, it can disappear to the objective. Each turn it sits there, the ship accumulates its full RANGE. When it finally reappears, it can then use all of that accumulated RANGE. For example, cloak the Decius for three turns, then return it to the spaceline with a RANGE of 30, meaning big surprises when the ship decloaks. The other big objective is a fix for the abusive "Wormhole to Montana" strategy. Operate Wormhole Relays makes a stable wormhole when

your opponent attempts to send a ship far, far away.

Romulans and Cardassians can exploit their "secret services" a little better with two new universal ships. The Modified D'deridex Class and the Modified Keldon Class are both RANGE 9, WEAPONS 10, SHIELDS 9 (see, they're all beefed up to attack the Founder homeworld, and—aw, never mind). There must be Tal Shiar or Obsidian Order on the ships, respectively, for those attributes to stay up, but because they're universal they're just one Spacedoor flip away. Romulans also boast a few new personnel, including three with Tal Shiar skill. Cardassians get Dukat's more honorable "twin," Macet (from the *Next Generation* episode that introduced the Cardassian species), and (finally) two ENGINEERclassification personnel. Klingons have Martok and his matching ship, the *I.K.C. Rotarran*, and a Klingon mission specialist with Klingon Intelligence skill.

The Dominion is yet another solid addition to the Star Trek: CCG universe. The new affiliation is loads of fun to play, and balances well against the others. I look forward to the enhanced battle mechanics of *Blaze of Glory* with a loaded disruptor and an itchy trigger finger.

Have We Met?

The Dominion includes four white-bordered cards from forthcoming expansions. It might annoy the collector in you, but these cards will make the player in you all misty-eyed.

Captain Kirk: Uh-HUH. Dressed in that slimming green wraparound, Kirk kicks French butt in a head-to-head fight with Picard. He can also stop one female present with him *every* turn. He special-downloads Captain's Log, perhaps just before he lets you initiate battle against any non-Federation cards (a little skill I like to call "Cowboy Diplomacy"). If it's personnel battles you want, the Man can automatically stun an opposing personnel he's paired with—even powerhouses like Xon, Roga Danar, or Lore. He probably uses a stunning blow with both hands to the base of the neck....

Admiral Riker: The matching commander of the Future *Enterprise*. You can report him to the FE with Crew Reassignment, or, if he's aboard a matching facility, he special-downloads any *Enterprise*: Future, C, D, or bloody E. If you're not lucky enough to get both Kirk and Riker, sleep easier knowing all that firepower isn't wasted—Riker's special ability allows battles against Klingons.

Worf Son of Mogh: Good old Worf, in full Klingon mode (red card and everything) can specialdownload *Qapla*?! to rally the troops and enable honorable Klingons to force-feed their opponents a big plateful of *gagh*. For added fun, he boosts the *I.K.C. Bortas*, Gowron's flagship, if Gowron is aboard with him.

Seven of Nine: She's all Borged out and ready to service the collective with three—yes, three—subcommand icons. This drone's an ENGINEER, which is always handy, and has Stellar Cartography, a skill not readily available to the Borg. Her finest pair of attributes (cut it out, you) are her special skills. She can apply *all three* subcommand icons for the staffing of a cube, reducing the staffing requirement to five drones. Secondly, she can draw, rather than play, a card at the beginning of your turn. With all the "download in place of a card draw" skills lurking in the collective, this shouldn't be underestimated. Oh, yeah, and her attributes are 7, 7, and 7. —*C.G.*

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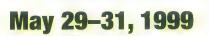




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Just outside Orlando, Florida



Card Redemption

Wizards of the Coast believes that banning and/or restricting cards is critical to creating long-term stability in the tournament environment. However, we recognize this can be frustrating and disappointing to players who purchase Magic product only to find that some cards are no longer allowed in one of the most popular tournament formats. In conjunction with the recent banning of the following cards from the Standard tournament format, Wizards of the Coast is offering a Redemption Program.



 Wizards of the Coast will not be responsible for or obligated to redeem cards that are lost in the mail.
 Please use certified or insured mail if this concerns you.
 Cards must arrive in playable condition in order to be redeemed. Redemption of Rath Cycle block cards (Tempest, Stronghold, and Exodus) will end November 1, 1999.
 Redemption of Urza block cards (Urza's Saga, Urza's Legacy, and Urza's Destiny) will end November 1, 2000. Only the cards on the above list are valid for redemption at this time. Any cards sent to us that are not from this list will not be redeemed or returned.
 Please allow 4 to 6 weeks for delivery.

Fill out the form below and mail it, with any eligible cards you wish to have redeemed, to the address below.

Name		Card Title	Set	# of cards you wish to redeem
Address		Earthcraft	Tempest	1
City	State/Prov.			
		Dream Halls	Stronghold	
Country	Zip/Postal Code			
Fill out this form, and mo cards eligible for redem		Recurring Nightmare	Exodus	
		Fluctuator	Urza's Saga	
Merchant Services-Ma	gic Redemption Program			
P.O. Box 707		Time Spiral	Urza's Saga	
Renton, WA 98057-070	17	Time Spirat	0720 0 0 0 0 0 U 9 0	
U.S.A.		Tolarian Academy	Urza's Saga	
Please allow 4 to 6 weeks f	or delivery.			

THE DUELIST ORACLE

THE AUTHORITATIVE SOURCE FOR **MAGIC: THE GATHERING** CARD TEXT



ORGANIZATION

The Duelist Oracle is divided by color and alphabetized within each color. We preserved the summon type of the card because this is important for many cards. The expansion(s) the card has appeared in is listed after each card, and a card type and expansion key is on the bottom of every page. Finally, some cards have italicized text following the card text, which is the associated Oracle ruling or clarification for that card.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within The Duelist Oracle. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

Buyback 38

You may pay an additional 🕷 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.

Buyback-ACTION

You may DO ACTION in addition to any other costs when you play this spell. If you do, put SPELL into your hand instead of your graveyard as part of the spell's effect

ACTION covers any action that is not a simple payment of mana, such as sacrificing a land or choosing and discarding cards. SPELL is the card with the buyback mechanism.

Cvclina 🕺

You may pay 🕷 and discard this card from your hand to draw a card. Play this ability as an instant.

Echo

During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.

Landwalk

If defending player controls any LAND-TYPE, this creature is unblockable. Landhome

If defending player controls no LAND-TYPE, this creature cannot attack. If you control no LANDTYPE, bury this creature. LANDTYPE covers types of lands, such as island for Islandhome, or Snow-Covered Forest for Snow-Covered Foresthome. Shadow

This creature can block or be blocked by only creatures with shadow.

FIFTH EDITION | TEMPEST | STRONGHOLD | EXODUS | URZA'S SAGA | URZA'S LEGACY THE BANNED LISTS. THEY ARE A-CHANGIN

A bombshell hit the Duclist as we were going to press, and the article you were supposed to see here was exed to provide an update on the latest news from the DCL. As many of you already know, effectiv April 1, 1999, the DCI bas banned six casels from the Standard Constructed format. These cards are Dream Halls, Eartheraft, Fluenator, Lotus Petal, Recurring Nightmare, and Fine Spiral.

Time Spiral and Windfall have also been banned in Urza Block Constructed, and Time Spiral be been banned in Classic-Restricted (Type 1.3) and restricted in Classic (Type 13, For the complex Banned and Restricted List, see page 11:

In addition, the following errate were issued March I for the "free" creaters (Cloud of Farries, Graci Whale, Palinchron, and Peregrive Drake): "When [this creature] comes into play, if you plays your band, untap up to [the appropriate number] lands." Priest of Gex cass else affected and nore When Priest of Gix comes into play, if you played it from your hand, add @@@ to you

We'll provide a full explanation of the reasons behind the bannings and errate in ner rest instant ye can get that info on the DCI website at < the DCI com>. To alleviate concerns some players mi over not being able to play cards they recently acquired. Wizerde of the Coast is affering a cert redem Mark Market Domestic tion program, which is explained on page 96

ARTIFACTS

Type P/T

64 A.M. A. 195		T
Aladdin's Ring	Art	8 8
8, G: Aladdin's Ring deals	s 4 damage to target cr	ea- s
ture or player.		SE E
Altar of Dementia	Art	.928 **
Sacrifice a creature: Target	player puts a number o	f 4
cards equal to that creature		of his U
or her library into his or her		TF 0
Amulet of Kroog		(2 E
	Art ann an daoine	
2, ©: Prevent 1 damage t	n suit creature or bister	
Angel's Trumpet	Art	🔅 T
Attacking does not cause c	reatures to tap. At the	end [
of each player's turn, tap a	I untapped creatures h	ie or v
she controls that did not at		t
Trumpet deals 1 damage to		
ture tapped this way. • Even		C.
attack for some reason (Pa		it is
untapped at the end of the		tan a
it and deal 1 damage to its		UL C
		3
Ankh of Mishra	Art	2 c
Whenever a land comes into		
2 damage to that land's cor	itroller.	5E {
Ashnod's Altar	Art	3
Sacrifice a creature: Add tw		
mana pool. Play this ability		5E *
Ashnod's Transmour		
		1
Sacrifice Ashnod's Trans		V
counter on target nonartifac		
becomes an artifact creatur		5E ,
Barbed Sextant	Art	🥼 o
1, 🗭, Sacrifice Barbed Se		
color to your mana pool. Pla		
source. Draw a card at the	beginning of the next	turn. d
		5E e
Barl's Cage	Art	1 S
3 : Target creature does no		h
troller's next untap phase.	· ·····	5E Ø
Barrin's Codex	Art	4 (
AND AND A DEAL OF THE APPENDIX	10.	-
During your upkeep, you ma		
Barrin's Codex. 4, 👁, Sa		
X cards, where X is the nun Barrin's Codex.	mei ni hañe conureis r	US V
900 m 1 / 200		
Battering Ram	AC 1/1	94
Banding when attacking. If		su uy
any Wall, destroy that Wall		aum-
ty triggers when a block is esta	blished, though it isn't play	eu
until end of combat.		
Seast of Burden	AC */*	6
Beast of Burden has power		d leun
to the total number of crea		111 0
Booby Trap		the t
	Art a play, pamo a cord at	6 (
When Booby Trap comes in	io piay, name a card ot	ner F

Cost Title Cost Title Type F/T than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, sacrifice Booby ΤE rap and it deals 10 damage to that player **Bottle Gnomes** AC 1/3 acrifice Bottle Gnomes: Gain 3 life. TE **Bottle of Suleiman** Art 1 , Sacrifice Bottle of Suleiman: Flip a coin. If you lose he flip, Bottle of Suleiman deals 5 damage to you. Hherwise, put a Djinn token into play. Treat this token is a 5/5 artifact creature with flying 5E Bullwhip Art 2. ©: Bullwhip deals 1 damage to target creature. 14 hat creature attacks this turn if able. SH Cathodion AC 3/3 Vhen Cathodion is put into a graveyard from play, add hree colorless mana to your mana pool. IIS Chimeric Staff Art 14 Chimeric Staff is an artifact creature with power and toughness each equal to X until end of turn. US **Sitanul Flute** Art 🕱, 🗭: Search your library for a creature card with total asting cost no greater than X. Reveal that card and put it not your hand. Shuffle your library afterward. Claws of Gix Δrt n V, Sacrifice a permanent: Gain 1 life. US lav Statue AC 3/1 儲 2 : Regenerate Clay Statue. 5E **Clockwork Beast** AC 0/4 When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one f these counters. 🕸, 👁: Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of hese counters on Clockwork Beast. Use this ability only luring your upkeep. • The creature loses a counter at the and of combat even if it was removed from combat for some reason or didn't deal combat damage. If it somehow attacks and blocks in the same combat, it loses nlv one counte 5E **Nockwork Steed** AC 0/3 Clockwork Steed cannot be blocked by artifact crea ures. When Clockwork Steed comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Steed attacked or blocked, remove which followwork steep attacked of blocked, renove one of these counters. ❀, �: ♥: Ut X +1/+0 counters on Clockwork Steed. You may have no more than four of these counters on Clockwork Steed. Use this ability only during your upkeep. •See Clockwork Beast for 5F related rulings. Coat of Arms Art

Each creature gets +1/+1 for each other creature in play f the same creature type. (*For example, if there are three* Goblins in play, each of them gets +2/+2.) EX **Coiled Tinviper** AC 2/1 TE First strike

Cold Sterage Art 3: Remove target creature you control from the game. Sacrifice Cold Storage: Put into play under its owner's control each creature removed from the game with Cold Storage. TE **Colossus of Sardia** AC 9/9 Trample, Colossus of Sardia does not untap during your untap phase, @: Untap Colossus of Sardia, Use this ability only during your upkeep. 5E **Copper Gnomes** AC 4, Sacrifice Copper Gnomes; Choose an artifact card in your hand and put that artifact into play. ŬS Coral Helm Art 3 3, Discard a card at random: Target creature gets 5E +2/+2 until end of turn. Crawlspace Art No more than two creatures can attack you each combat.UL **Crown of the Ages** Art 4, @: Move target local enchantment from one crea-ture to another. •Crown of the Ages isn't limited to moving creature enchantments, but moves enchant-5E ments from one creature to another. **Crystal Chimes** Art 3, @, Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand. US **Crystal Rod** Art 1: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell. 5E **Cursed Scroll** Art Cursed Scroll Art 1 3, \$\circ\$: Name a card. An opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player. *Cursed Scroll's ability requires you* to reveal the card your opponent chooses to all players. -Selecting "an opponent" is not a targeted effect, but must be done when the spell is cast or the ability is played be accompide. Effect that prevalue to redirect played, as appropriate. Effects that prevent or redirect spells or abilities targeting a player cannot affect which opponent is selected. TF Damping Engine Art A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn. ш **Dancing Scimitar** AC 1/5 濃 5E Flying. **Befense** Grid Art (Z) During each player's turn, spells played by another player cost an additional 3. • Although Defense Grid increases the cost to play a spell during another play-er's turn, it doesn't increase the casting cost of the spell. For example, Spell Blasting a Shock cast by an opponent during your turn costs 🚯 🐞 even though Shock costs 3 🍘 to cast. •Effects such as Medallions reduce total play cost, not just casting cost. As a

Type P/T

Cost

RACLE PLAYER'S GUIDE

Cost

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Tille	Type F/T	Cost	Title
Title		Cost	
result, they can be used to a of Defense Grid.	euuce the addition	al costs UL	that creature is put into any gra fice Flying Carpet <i>•Flying Carpe</i>
Diabolic Machine 3: Regenerate Diabolic Mac	AC 4/4	ି 5E	the target creature is put into a effect resolves, not if it was put
Dingus Equ	Art		resolved. Fool's Tome
Whenever a land is put into a Dingus Egg deals 2 damage			2 , 👁: Draw a card. Use this al
more than one land is put in same time, play the ability of	to the graveyard at	the	cards in your hand. Fountain of Youth
vent all of the damage with	CoP: Artifacts, pay	2 for	2 , 🗭: Gain 1 life.
each land that was put into will trigger even if Dingus Eg	ig is put into the gra	aveyard	Gauntiets of Chaos 5, Sacrifice Gauntlets of Chaos
at the same time as the land Disrupting Scepter	l(s). Art	5E	control of target artifact, creatur for control of target permanent
3, 👁: Target player choose	s and discards a ca		opponent controls. Then destroy
this ability only during your t Bragon Blood	Art	5E 3	those permanents. •All targets a ability is played, and swapped w
3, @: Put a +1/+1 counte		. US	 Effects that exchange control c change the controller of just one
2 : Dragon Engine gets +1/-	AC 1/3 +0 until end of turn		fizzles against either target or or control of one of them, no excha
Echo Chamber 4, : Target opponent cho	Art oses target creature	a or	Glasses of Urza
creature token he or she con	itrols. Put a token c	reature	Cook at target player's hand Grafted Skullcap
into play and treat it as a co The token creature is unaffe	cted by summoning	sick-	During your draw phase, draw a end of each of your turns, discar
ness this turn. At end of turn from the game. Play this abi			Grapeshot Catapult
Cursed Scroll for related rulin Elkin Bottle		TE	 Grapeshot Catapult deals 1 ture with flying.
3, 👁: Remove the top card	Art 1 of your library froi	m the	Grim Monolith
game, face up. You may play were in your hand. At the be	that card as thoug ginning of your nex	h it t turn,	Grim Monolith does not untap o ©: Add three colorless mana t
put into your graveyard the o game with Elkin Bottle if you			this ability as a mana source. 4 Monolith.
ability is not a draw effect. El card is drawn will ignore the	ffects that trigger w	hen a	Grindstone
 The card that's removed from 	m play is removed a	t the	3, S: Put the top two cards of into that player's graveyard. If b
beginning of the appropriate by the Bottle's effect, not by	the Bottle itself, so i	removing	one color, repeat this process.
the Bottle from play doesn't a your graveyard, nor does it sa			Heartstone The cost of each creature ability
in time. •The card isn't part of doesn't count towards your h	of your hand in any	sense. It	cost is reduced by 3°. This can total mana cost to less than 30.
and so on.		5E	Helm of Chatzuk
Your green spells cost 4 les	Art ss to play.	Ø TE	₽, ♥: Target creature gains based on the second
Emmessi Tome 5, 9: Draw two cards, then	Art shaces and dispard a	4 oard TE	Helm of Possession You may choose not to untap He
Endoskeleton	Art Art	2	your untap phase. 2, \$, Sacr control of target creature as lon
You may choose not to untag untap phase. 2, \$: Target			Possession and Helm of Possess
long as Endoskeleton remain	is tapped.	US	Hive, The 5, ©: Put a Wasp token into j
Energizer 2, I Put a +1/+1 counte	AC 2/2 r on Energizer.	∰ TE	a 1/1 artifact creature with flyin
Ensnaring Bridge Each creature with power gr	Art eater than the num	(3) her of	O : Hopping Automaton gets -1
cards in your hand cannot a	ttack.	SH	end of turn. Horn of Greed
Erratic Portal 1, : Return target creatu	Art re to owner's hand	unless	Whenever any player plays a lar
its controller pays T.		EX	card. Hornet Cannon
Essence Bottle 3, @: Put an elixir counter			3, S: Put a Hornet token into as a 1/1 artifact creature with f
Remove all elixir counters fro life for each elixir counter re		Gain 2 TE	by summoning sickness. At end
Excavator	Art arast arastura going	a that	token. Howling Mine
 Sacrifice a basic land: Ta landwalk ability until end of 		TE	During each player's draw phase additional card. • This is a phase
Feldon's Cane , Remove Feldon's Cane fi	Art rom the aame: Shut	ffle vour	during the draw phase. Therefore instant and may be responded to
graveyard into your library.		5E	Infinite Hourglass
Fellwar Stone ©: Add to your mana pool of			During your upkeep, put a time Hourglass. All creatures get +X/
any opponent's lands can pri mana source. •Fellwar Stone			the number of time counters on player may pay 3 during any u
any type that any of your op If your opponents control no	ponents' lands can j	oroduce.	counter from Infinite Hourglass. counter is a phase effect. There
Stone. Any special restriction type may be spent will be co	is on how mana of a	a given	remove only one counter each of
For example, if your opponer	nts' only land is Misi	hra's	Iron Maiden During each of your opponents
Workshop, the Stone product be spent only on the casting	costs of artifact spi	ells. •If a	deals 1 damage to that player
land produces more than on among all of those types. For	e type of mana, you	choose	four in his or her hand. Iron Star
of Brass allows you to produ Wizards' School allows you p	ce mana of any col	or, and	1 : Gain 1 life. Use this ability of successfully cast and only once
blue, or black mana.		5E	lvory Cup
Feroz's Ban Summon spells cost an addir	Art tional 2º to play. •3	6 See	I : Gain 1 life. Use this ability o successfully cast and only once
Defense Grid for related ruli	ngs	5E	Jade Monolith
Flowstone Sculpture 2, Choose and discard a ca	AC 4/4 rd: Flowstone Scul	6 pture	I : Redirect all damage from all (Treat further damage from that)
gains flying, first strike, or tr +1/+1 counter on Flowstone	ample permanently		Jalum Tome 2, 9: Draw a card, then choose
Fluctuator	Art	12	Jandor's Saddlebags
Cycling costs you up to 2 I Flying Carpet	ess to play. Art	US 4	3, 👁: Untap target creature.
2, @: Target creature gain			Jayemdae Tome 4, ©: Draw a card.

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MAY 1999

fice Flying Carpet. •Flying C arp the target creature is put into a effect resolves, not if it was pu resolved Fool's Tome 2, 🗭: Draw a card. Use this a cards in your hand. Fountain of Youth 2, @: Gain 1 life. Gauntlets of Chaos 5, Sacrifice Gauntlets of Chaos control of target artifact, creatu for control of target permanent opponent controls. Then destroy hose permanents. •All targets ability is played, and swapped i Effects that exchange control change the controller of just on fizzles against either target or o control of one of them, no exch Glasses of Urza : Look at target player's han **Grafted Skulican** During your draw phase, draw a end of each of your turns, disca **Grapeshot** Catapult Grapeshot Catapult deals 1 ture with flying. **Grim Monolith** Grim Monolith does not untao C: Add three colorless mana this ability as a mana source. Monolith. Grindstone 3. C: Put the top two cards I into that player's graveyard. If t one color, repeat this process. Heartstone The cost of each creature abilit cost is reduced by @. This can total mana cost to less than 1 Helm of Chatzuk 1, @: Target creature gains b Helm of Possession You may choose not to untap H your untap phase. 2, @, Sac control of target creature as lo Possession and Helm of Posses Hive. The : Put a Wasp token into a 1/1 artifact creature with flyi **Hopping Automaton** o : Hopping Automaton gets -1. end of turn. Horn of Greed Whenever any player plays a lai card. **Hornet** Cannon 3, 👁: Put a Hornet token intr as a 1/1 artifact creature with f by summoning sickness. At end token **Howling Mine** During each player's draw phas additional card. • This is a phas during the draw phase. Therefo instant and may be responded Infinite Hourglass During your upkeep, put a time Hourglass. All creatures get +X the number of time counters of player may pay 3 during any counter from Infinite Hourglass. counter is a phase effect. Then remove only one counter each Iron Maiden During each of your opponents deals 1 damage to that player four in his or her hand Iron Star 1 : Gain 1 life. Use this ability successfully cast and only once Ivery Cup I : Gain 1 life. Use this ability of successfully cast and only once **Jade Monolith** 1 : Redirect all damage from a (Treat further damage from tha **Jalum Tome** 2 , 🖈 Draw a card, then choose Jandor's Saddlebags 3, 👁: Untap target creature. Jayemdae Tome

ijpo ini o		A PERSONAL PROPERTY OF A PERSON APPENDIX PROPERTY APPENDIX PROPENDIX PROPERTY APPENDIX PROPENTY APPEND	
weyard this turn, sac		Jester's Cap Art	4
et is sacrificed only i ny graveyard after th		2, @, Sacrifice Jester's Cap: Search through targe	
t there before the eff	ect	player's library for any three cards and remove them from the game. Shuffle that library afterwards.	5E
	5E	Jet Medallion Art	12
Art bility only if you have	· 20	Your black spells cost 4 less to play.	TE
bility only if you have	TE	Jhoira's Toolbox AC 1/1	2 UL
Art	0	2 : Regenerate target artifact creature. Jinxed Idol Art	2
	5E	During your upkeep, Jinxed Idol deals 2 damage to y	
Art :: Permanently excha	5 nae	Sacrifice a creature: Target opponent gains control o	ıf
re, or land you contro		Jinxed Idol. Jinxed Ring Art	TE 2
of the same type an		Whenever any card is put into your graveyard from	
all enchantments on are chosen when the		Jinxed Ring deals 1 damage to you. Sacrifice a crea	
when the effect resolv		ture: Target opponent gains control of Jinxed Ring p manently.	SH
of two permanents ca e of them. If this abil		Joven's Tools Art	-6
therwise fails to char	ige	4, 4: Target creature cannot be blocked this turn	EF
ange is made.	5E	except by Walls. Karn, Silver Golem Legendary AC 4/4	5E ®
Art	01 5E	Whenever Karn, Silver Golem blocks or becomes	1.08
Art	4	blocked, it gets -4/+4 until end of turn. 🕼: Target n	
n additional card. At		creature artifact is an artifact creature with power a toughness each equal to its casting cost until end of	
	US at	turn. (That artifact retains its abilities.) • If blocking	
AC 2/3 damage to target cre		blocked by more than one creature, Karn still only recieves -4/+4, since this ability is triggered when	
	5E	blockers are declared. Since all blockers are declar	red
Art	2	simultaniously, this ability can only be triggered on	ce US
luring your untap ph to your mana pool. P		per attack phase. Library of Leng Art	03
Untap Grim		Skip your discard phase. Whenever you are forced to	0
	UL	discard a card, you may put that card to the top of	your
Art of target player's libra	创 IV	library. •Spells and abilities that require you to disca during their resolution are considered to force the di	
oth cards share at le	ast	card, even if you choose to play the spell or ability.	For
	TE	example, using Sindbad or Wheel of Fortune is cons ered a forced discard. •Spells and abilities that requ	
Art / requiring an activat	(3 ion	you to discard as part of the cost of playing them d	
not reduce an ability		force you to discard. This includes Land's Edge, Stormbind, and so on. •Remember that if a "do A or	r da
	SH	B" ability calls for a discard, choosing to discard is	00
Art anding until end of tu	- (1) arm	treated as paying a cost and so isn't forced. For exa	
anung unu chu ur u	5E	ple, discarding a card when Balduvian Horde comes play is a choice, not a forced discard. •Cards that a	re
Art	4	discarded are put into your graveyard, then on top of	nf –
elm of Possession du		your library as a triggered ability. This interacts norr with other triggered abilities. It also means that you	
rifice a creature: Gair g as you control Helr		opponent will see the cards that you put on top of y	<i>our</i>
ion remains tapped.		library. «You can't skip a phase that has already beg	
Art .	6	If Library of Leng is tapped when your discard phase begins and becomes untapped during the discard pl	
play. Treat this token 1g.	as 5E	you don't end the phase prematurely.	5E
AC 2/2	3	Lifeline Art Whenever a presture is put into a groupuerd and a g	5
/-1 and gains flying u		Whenever a creature is put into a graveyard and a c ture is in play, return that card from your graveyard	
Art	US Ø	play at end of turn. «If a card was a creature when it	it
nd, that player draws		was put into its owner's graveyard, it is returned by Lifeline's effect, regardless of whether the card is a	crea-
	SH	ture card. For example, if a "sleeping" enchantment	has
Art a play Treat this take	灌	become a creature and is then destroyed while anot creature is in play, Lifeline will put the enchantment	ner
o play. Treat this toke lying that is unaffect		back into play, but that enchantment will be "asleep	11
of turn, destroy the	сu	again. «If more than one creature and Lifeline are all play, and the creatures all go to their owners' gravey	
Art	SH 2	at the same time (because of Wrath of God, for	arus
e, that player draws :		instance), Lifeline's effect will put all of them back in	
e ability that's played		play at end of turn. Lotus Blossom Art	US
re, it's played as an to with other instants	5E	During your upkeep, you may put a petal counter or	
Art	絛	Lotus Blossom. I Sacrifice Lotus Blossom: Add X mana of one color to your mana pool, where X is th	ρ
counter on Infinite /+0, where X is equa	l to	number of petal counters on Lotus Blossom. Play th	is
ı Infinite Hourglass. A	ny	ability as a mana source.	US
pkeep to remove a t •The ability to remo	ime	Lotus Petal Art Art Art Add one mana of any color	0 to
•ine ability to remo sfore, each player cal		your mana pool. Play this ability as a mana source.	TE
upkeep.	5E	Magnetic Web Art	1
Art	3	Each creature with any magnet counters on it attack able, if any other creatures with magnet counters on	
' upkeeps, Iron Maid for each card more	en than	them that the attacking player controls attack. If any	
	UL	creature with any magnet counters on it attacks, all	
Art	1	creatures with magnet counters on them that the defending player controls block that creature if able.	\$.
only when a red spell for each such spell.	is 5E	Put a magnet counter on target creature.	TE
Art	1	Mana Vault Art	1
nly when a white spe	ell is	Mana Vault does not untap during your untap phase. the end of your upkeep, if Mana Vault is tapped, it de	
for each such spell.	5E	1 damage to you. 4 : Untap Mana Vault at end of	
Art ny creature to yourse		upkeep. Use this ability only during your upkeep. 📀: three colorless mana to your mana pool. Play this abi	A00 litv
t source normally.)	5E	as a mana source. •Mana Vault's end-of-upkeep abili	ty
Art a card a card	3 5E	and its ability to untap itself implicitly break the rule prevents artifact abilities from being played while the	ulat arti-
e and discard a card. Art	C C	fact is tapped. •The ability to damage you is played a	at
	5E	end of upkeep. If Mana Vault is tapped when you pla end-of-upkeep ability, the effect deals 1 damage to y	
Art	4	whether it's untapped at any other time is unimporta	
	5E	Note that you can pay to untap Mana Vault, take the	
40	A	act Creature MS - Mana Source	En
AL -	AULIA	act Creature MS - Mana Source	- C 19

damage, and then let it untap, if you for lowering your life total. •Contrary mana produced by Mana Vault may	y to past errata, th	
Basalt Monoliths and Mana Vaults, a Manakin AC	and vice versa.	5E
Add one colorless mana to your ability as a mana source.	ir mana pool. Play	
Medicine Bag Art 1, , Choose and discard a card:		() E
creature. Meekstone Art		EX
Creatures with power 3 or greater of their controllers' untap phases.	do not untap durin	
Memory Crystal Art All buyback costs are reduced by 4		© EX
Memory Jar Art	t	5
A scriffice Memory Jar: Each pl or her hand, face down, and draws of turn, each player discards his of	rs seven cards. At or her hand and	
returns to his or her hand each ca aside this way.		UL
Metallic Sliver AC Metallic Sliver counts as a Sliver.		ा TE
Metrognome Art	t	4
When a spell or ability one of your causes you to discard Metrognome,	e, put four Gnome	
tokens into play. Treat these tokens tures. 4, \$\circ\$: Put a Gnome token token as a 1/1 artifact creature.	into play. Treat th	ea- is US
Millstone Ar	t	2
2, . Put the top two cards of ta into his or her graveyard. •Note tha cause the cards to be discarded; it	at this effect doesi t simoly moves the	n't m
into the player's graveyard. •This e the cards to be drawn, either. Emp	effect doesn't caus otying a player's	e
library with it isn't sufficient to cau the player won't lose until he or sh	use the player to lo he has to draw a c	ard
the player won't lose until he or sh and can't. •When more than one c er's graveyard at once, that player those cards.	chooses the order	lay- of 5E
Mindless Automaton AC	0 0/0	(Å
Mindless Automaton comes into pla counters on it. 10, Choose and disc +1/+1 counter on Mindless Automa	card a card: Put a	
+1/+1 counter on Mindless Automa +1/+1 counters from Mindless Automa	tomaton: Draw a ca	ard. EX
Mishra's Helix Ar x, �: Tap X lands.	rt	ି US
Mobile Fort AC Mobile Fort counts as a Wall. (3): N		空 /-1
until end of turn and can attack thi were not a Wall. Play this ability on	is turn as though i 1ly once each turn.	US
Mogg Cannon Ar	ts +1/+0 and gain	2 S
creature.		TE 0
Mox Diamond Ar When Mox Diamond comes into pla	ay, choose and dis	
card a land card or sacrifice Mox E mana of any color to your mana po a mana source.	ool. Play this ability	
Nevinyrral's Disk Ar Nevinyrral's Disk comes into play ta		4
Destroy all artifacts, creatures, and •Because all artifacts, creatures, and destroyed at the same time, encha	d enchantments. and enchantments a	
may be used to regenerate them. Noetic Scales Ar		5E 4
During each player's upkeep, return each creature that player controls	n to owner's hand	
than the number of cards in his or	r her hand.	US
Ar 2 , C, Discard your hand: Counter		e e
spell. Play this ability as an interru Obelisk of Undoing Ar	ipt.	EX
6, @: Return target permanent y to your hand. •This ability can target	you control and ow	
they're awned by whoever controlle	ed the effect that g	
erated them. Remember that a tok game permanently after being put	into your hand.	5E
Ornithopter Al Flying.	C 0/2	© 5E
Patchwork Gnomes Ad		3
Choose and discard a card: Regene Gnomes.		TE
Pearl Medallion Ar Your white spells cost 4 less to p		<pre> Ø TE </pre>
Pentagram of the Ages Ar #, \$\circ\$: Prevent all damage to you	rt	ġ.
(Treat further damage from that su	ource normally.) •	This
ability prevents only the damage b current damage-prevention step, n er or later.	ieing uean during i not damage dealt e	the arli- 5E
Phyrexian Colossus Al Phyrexian Colossus does not untap d		ase.
Pay 8 life: Untap Phyrexian Colossus cannot be blocked by fewer than thr	s. Phyrexian Colossu	IS US

Mana Source

Su - Summon

Sor - Sorcerv

Phyrexian Grimoire Art \$\Physec An opponent chooses a card from the top two cards in your graveyard. Remove that card from the game and put the other into your hand. •See Curse		Soul Net Art 1: Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature. • You can play triggered abilities	S
Scroll for related rulings. Phyrexian Hulk AC 5/4	TE 6	even if the source has left play by the time you play t ability. Thus, an animated Soul Net can give you life fu	or
Phyrexian Processor Art	TE	0 111 1	iE Q
When Phyrexian Processor comes into play, pay any			X
amount of life. 4, 1, 1, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2,		All spells cost an additional 1 to play See Defense	that the
toughness each equal to the amount of life paid at time Phyrexian Processor came into play.	the US	A 1 10	X
Phyrexian Splicer Art	2	©: Prevent 1 damage to any creature.	TE
 Q: Q: Choose flying, first strike, trample, or shade Target creature with that ability loses it until end of 		Static Orb Art Players cannot untap more than two permanents durin	3 na
turn. Another target creature gains that ability until of turn.	end TE	their untap phase.	ΓĒ
Pit Trap Art	3		2
2, Sacrifice Pit Trap: Destroy target attacking creature without flying. That creature cannot be reg	gen-		3
erated this turn. Portcullis Art	US	You may choose not to untap Tawnos's Weaponry durin your untap phase. 2, I Target creature gets +1/+1	
Whenever any creature comes into play, if there an		as long as Tawnos's Weaponry remains tapped. 5 Telethopter AC 3/1	iE #
two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into		Tap a creature you control: Telethopter gains flying un	
under its owner's control.	SH	end of tum. Temporal Aperture Art	TE 2
Primal Clay AC */* When you play Primal Clay, choose one–Primal Clay		5, ©: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top	
a 2/2 artifact creature with flying; or Primal Clay is 3/3 artifact creature; or Primal Clay is a 1/6 artifact		of your library, you may play the card as though it	
creature that counts as a Wall. •Cards that copy Pr Clay are stuck with whichever form was chosen for	rimal	were in your hand without paying its casting cost. (If the spell has ∞ in its casting cost, X is 0)	IS
original Primal Clay.	5E		Ş
Puppet Strings Art 2, \$\circ\$: Tap or untap target creature.	TE	Flying. Thopter Squadron comes into play with three $+1/+1$ counters on it. 1, Remove a $+1/+1$ counter	
Purging Scythe Art	3	from Thopter Squadron: Put a Thopter token into play. Treat this token as a 1/1 artifact creature with	1
During your upkeep, Purging Scythe deals 2 damage the creature with the lowest toughness. If two or mo		flying. Play this ability as a sorcery. 1 , Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron.	
creatures are tied for the lowest toughness, you deci		Play this ability as a sorcery.	
to which creature Purging Scythe deals damage. Quicksilver Amulet Art	4	Thran Lens Art 2 All permanents are colorless.	JL
%, O: Choose a creature card in your hand and that creature into play.	put UL	Thran Turbine Art	1
Ring of Gix Art	3	During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent	
Echo. 1, :: Tap target artifact, creature, or land	I. UL	play spells. U	S
Rod of Ruin Art 3, \$\circ\$: Rod of Ruin deals 1 damage to target crea	ture	Echo. Thran War Machine AC 4/5	4 JL
or player. Ruby Medallion Art	5E	Thran Weaponry Art	4
Your red spells cost <i>¥</i> less to play.	TE	Echo. You may choose not to untap Thran Weaponry during your untap phase. 2, \diamondsuit : All creatures get	
Sapphire Medallion Art Your blue spells cost 1 less to play.	2 TE	+2/+2 as long as Thran Weaponry remains tapped.U	IL.
Scalding Tongs Art	12	I : Gain 1 life. Use this ability only when a black spell i	1 is
During your upkeep, if you have three or fewer carry your hand, Scalding Tongs deals 1 damage to targe		successfully cast and only once for each such spell. 5	5E
opponent.	TE	Inumbscrews Art During your upkeep, if you have five or more cards in har	z nd,
Scrapheap Art Whenever an artifact or enchantment is put into y	our (Thumbscrews deals 1 damage to target opponent. T Ticking Gnomes AC 3/3	TE 3
graveyard from play, gain 1 life.	UL	Echo. Sacrifice Ticking Gnomes: Ticking Gnomes dea	lls
Scroll Rack Art 1, ©: Choose any number of cards in your hand a	and a	1 damage to target creature or player. U Time Bomb Art	IL ă
remove them from the game. Put an equal number cards from the top of your library into your hand. Th put the cards removed from the game with Scroll R	hen	During your upkeep, put a time counter on Time Bome \mathbb{F} , \mathfrak{P} , Sacrifice Time Bomb: Time Bomb deals to each creature and player 1 damage for each time	b.
on top of your library in any order.	TE		iΕ
Serpent Generator Art 4, �: Put a Poison Snake token into play. Treat t		Torture Chamber Art During your upkeep, put a pain counter on Torture	ä
token as a 1/1 artifact creature. If any Poison Snak damages any player, he or she gets a poison count		Chamber. At the end of your turn, Torture Chamber dea	ls
any player has ten or more poison counters, he or a loses the game.		1 damage to you for each pain counter on it. 1, \mathfrak{S} , Remove all pain counters from Torture Chamber: Tortur	9
Shapeshifter AC */7-*	6	Chamber deals 1 damage to target creature for each pain counter removed in this way.	TE
Shapeshifter has total power and toughness of 7, div any way you choose, though neither can be more th		Transmogrifying Licid AC 2/2	\$
When you play Shapeshifter, choose its power and		Transmogrifying Licid counts as a Licid. I_{2}, \mathfrak{P} : Transmogrifying Licid loses all abilities and becomes a	
toughness. During your upkeep, choose Shapeshifter power and toughness. •Setting Shapeshifter's power		creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact" instead of any	
toughness is an upkeep ability, so it can be played o once each turn. Note that you're changing only its b		other type of permanent. Move Transmogrifying Licid	+
power and toughness; existing modifiers are applied the new power and toughness normally.		 If a Licid targets itself, the effect turns the Licid into a 	
Shifting Wall AC 0/0	*	creature enchantment targeting itself. Because it is no longer a creature, the Licid is then destroyed because i	its
Shifting Wall counts as a Wall. Shifting Wall comes play with $X + 1/+1$ counters on it.	into SH	taget is illegal. •If you play an enchantment-moving ab ty, like Enchantment Alteration, on a Licid while it's an	
Skull Catapult Art	14	enchantment, the Licid remains an enchantment-it doe	2S-
1, ©, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.	5E	n't change back to a creature and fall off. This is because the Licid's enchantment status is a temporary	
Skyshaper Art	2 fbt-	effect, not a permanent change. Moving enchantments resets only permanent changes, not temporary ones. E	
Sacrifice Skyshaper: All creatures you control gain ing until end of turn.	EX	Umbilicus Art	
Smokestack Art During your upkeep, you may put a soot counter or	1	During each player's upkeep, that player pays 2 life or returns a permanent he or she controls to owner's	
Smokestack. During each player's upkeep, that play		#2 } #	IS 8
sacrifices a permanent for each soot counter on Smokestack.	US	Urza's Armor Art Whenever a source deals damage to you, that damage	100

Cost

ost	Title	Type P/T	Cost	Tille
1	is reduced by 1.		US	Abyss
is	Urza's Avenger	AC 4/4	6	Flying. I
	0 : Urza's Avenger gets -1/-1			she cho is a sidi
the	banding, flying, first strike, or			Specter
for	Urza's Bauble	Art .	() obeene	Anima
5E	, Sacrifice Urza's Bauble: I at random from target player			When y
10	the beginning of the next tur		5E	card in
EX	Urza's Blueprints	Art	6	play, pu
3	Echo. 📀: Draw a card.		UL	ture. En
e EX	Voirath's Laboratory		3	leaves p
3	When you play Volrath's Labo			be rege
TE	creature type. 5, 4: Put a Treat this token as a 2/2 creater			creatur
3	and creature type.		SH	become animate
iring	Voltaic Key	Art	đ	can't be
TE	1, 👁: Untap target artifact		US	forth. •
2	Wall of Junk	AC 0/7	2	ture ca
SH	Whenever Wall of Junk block	cs, return it to		Knight from bl
3	hand at end of combat.		US	Howeve
ning •1	Wall of Spears	AC 2/3	3 . 5E	tion from
5E	First strike. Wall of Spears of	AC 1/2	I. JE 3	ment to
4	Watchdog	A6 172	2	Knight. Ashes
until				Remove
TE	Did You Not	ice?		game. A
2				 Target
n	Beginning with Duelist	#36, we've	lost	and the

something. I'll give you a hint. Go look at the cover to this very issue right now. No cheating! Go on,



We dropped the "The" from Duelist. I bet you didn't even notice.

OK, you're back. Give up?

Watchdog blocks if able. As long as Watchdog is untapped, all creatures attacking you get -1/-0. TE Wheel of Torture Art During each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card UL fewer than three in his or her hand. Whetstone Art 3 : Each player puts the top two cards of his or her library into his or her graveyard. US Winter Orb Art Players cannot untap more than one land during their untap phases. •Animated lands are subject to both Smoke and Winter Orb. Allowing one to untap will use up your SF. one creature and your one land for that turn. Wirecat AC 4/3 Wirecat cannot attack or block if an enchantment is in üs play. Wooden Sphere Art 1 : Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell. 5E Workhorse AC 0/0 Workhorse comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool. Play this ability as a mana source. Worn Powerstone Art Worn Powerstene comes into play tapped. I Add two colorless mana to your mana pool. Play this ability as a mana source. US BI

Abandon Hope 814 Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards. TE

Abyssal Horror Su Horror 2/2 499 Flying. When Abyssal Horror comes into play, target us player chooses and discards two cards.

Flying. If Abyssal Specter damages any player, he or she chooses and discards a card. • Discarding the card is a side effect of the damage, so it happens only if the Specter successfully deals damage. 5E Animate Dead Ench 1.0 When you play Animate Dead, choose target creature card in any graveyard. When Animate Dead comes into play, put that creature into play and Animate Dead becomes a creature enchantment that targets the crea ture. Enchanted creature gets -1/-0. If Animate Dead leaves play, destroy the creature. The creature cannot be regenerated this turn. • Animate Dead can target only creature cards in any graveyard. Once it's in play, it becomes a creature enchantment that targets only the animated creature. This is the only legal target, and can't be affected by Enchantment Alteration and so forth. • A creature's abilities don't apply while the crea ture card is in the graveyard. For example, a White Knight card in the graveyard doesn't have protection from black, so it can be the target of Animate Dead. However, once the Knight comes into play, its protection from black will take effect, causing the enchantment to be destroyed, which will then destroy the 5E Knight. Ashes to Ashes Sore Remove two target nonartifact creatures from the game. Ashes to Ashes deals 5 damage to you. • Targeted effects fizzle against each target individually, and their non-targeted portions fail if and only if the effect fizzles against all targets. So if Ashes to Ashes fizzles against one target, it affects the other one nor-mally, and you take 5 damage. If it fizzles against both targets, you take no damage. 5E **Bad Moon** 1 0 Ench All black creatures get +1/+1. 5E Befoul 2..... Sarc Destroy target land or nonblack creature. A creature US destroyed this way cannot be regenerated this turn. Bellowing Fiend Su Spirit 3/3 4. Flying, Whenever Bellowing Fiend damages any crea-ture, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. TE Bereavement Ench . Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card. US **Black Knight** Su Knight 2/2 . First strike, protection from white. 5E Blight FI . If enchanted land becomes tapped, destroy it at end of 5E tum. **Blood Pet** Su Thrull 1/1 -Sacrifice Blood Pet: Add 🏶 to your mana pool. Play this ability as a mana source. TE Su Thrull 2/2 Blood Vassal 2. Sacrifice Blood Vassal: Add 👁 🏶 to your mana pool. lis Play this ability as a mana source. Bog Imp Su ima 10 Flying 5E **Bog Raiders** Su Zombies 2/2 2 3 Swampwalk. US Su Rats **Bog Rats** 1/1 -Bog Rats cannot be blocked by Walls. 5E **Bog Wraith** Su Wraith 3/3 3. Swampwalk. 5E Bone Shredder Su Minion 2.0 1/1 Flying; Echo. When Bone Shredder comes into play, UL destroy target nonartifact, nonblack creature. **Bottomless Pit**

Type

2/3

295

Abyssal Specter Su Specter

Ench 1. . During each player's upkeep, that player discards a SH card at random **Bounty Hunter** Su Minion 2/2 200 . Put a bounty counter on target nonblack creature. · Destroy target creature with any bounty counters TE on it. Breach 20 Inst Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn. US **Breeding Pit** Ench 8.00 During your upkeep, pay 🕿 🕿 or sacrifice Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature. 5E Brink of Madness Ench 200

During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent dis-111 cards his or her hand. Broken Visage 4 👁 Inst Destroy target nonartifact attacking creature and put a Shadow token into play. The destroyed creature cannot be regenerated this turn. Treat this token as a black creature with the same power and touchness as the targeted creature. At end of turn, sacrifice the token. The token has power and toughness equal to the cur-rent power and toughness of the target, including bonuses from effects such as Bad Moon's or Giant Growth's, For example, if Broken Visage targets a Black

EC - Enchant Creature Intr - Interrupt

5E - Fifth Edition TE - Tempest

SH - Stronghold **EX - Exodus**

US - Urza's Saga UL - Urza's Legacy DUELIST

PLAYER'S GUI CLE

Type

Cost

P/T Cost : Title Title Knight (normally 2/2) while a Bad Moon is in play (making the Knight 3/3), the Visage token will be a 3/3 creature that in turn gets the Bad Moon bonus, so it non). will be 4/4. • Tokens enter play under the control of whoever controls the effect that produces them, so you get the Shadow token regardless of who controls the 5F targeted creature. Brush with Death Sore 2.4 Buyback 2 👁 🗣. Target opponent loses 2 life. You SH nain 2 life. Cackling Fiend Su Zombie 2/1 2.00 When Cackling Fiend comes into play, each of your opponents chooses and discards a card. IIS Cannibalize Sorc 1 🗬 Choose a player and two target creatures controlled by that player. Remove one of those creatures from the game and put two +1/+1 counters on the other. SH Su Zombie 2/2 Carnophage During your upkeep, pay 1 life or tap Carnophage. EX **Carrion Ants** Su Ants 0/1 299 Carrion Ants gets +1/+1 until end of turn. Carrion Beetles Su Insects 1/1 2 🕏, 📀: Remove from the game up to three target ÙS cards in one graveyard. Carrionette Su Skeleton 1/1 1.00 2 🗣 🗣 : Remove Carrionette and target creature from 0101 the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carrionette is TE in your gravevard. Cat Burglar Su Minion 2/2 34 Target player chooses and discards a card **P**. © Play this ability as a sorcery. EX **Cloak of Confusion** 1.4 EC O : Defending player discards a card at random. Enchanted creature deals no combat damage this turn. Enchanted creature deals no compart damage the Use this ability only if enchanted creature is attacking 5E and unblocked and only once each turn. **Clot Sliver** Su Sliver 1/1 1.0 Each Sliver gains "2: Regenerate this creature." TE Coercion Sore 2 0 Look at target opponent's hand and choose one of TE those cards. That player discards that card. **Coffin Queen** Su Wizard 1/1 2. You may choose not to untap Coffin Queen during your untap phase. 2 😤. 🗇: Choose target creature card in any graveyard and put that creature into play under your control. Remove the creature from the game if Coffin Queen becomes untapped or if you lose control off offin Queen Second and the second ability has two effects. First, it puts a creature card into play; this is a one-time effect. Second, it sets up an ango-ing effect that tracks what happens to the Coffin Queen. If a creature put into play by Coffin Queen phases out, the ongoing effect that links the creature to the Coffin Queen's status will end. After it phases back in, it'll be unaffected by the Coffin Queen's status. . Remember that the creature doesn't actually depend on Coffin Queen to stay in play. Once the one-time effect mentioned above resolves, the crea ture is simply in play, just like any other creature. This means that it'll phase in and out normally, just as if it were a creature brought back into play by, say, Strands of Night TE Commander Greven #-Vec Su Legend 7/5 3 👁 👁 👁 When Commander Greven //-Vec comes into play, sacri-fice a creature. Greven cannot be blocked except by TE artifact creatures and black creatures. Contamination Ench 2. During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, produces 🟶 instead of its normal type and amount.US **Corpse Dance** Inst 2 4 Buyback 2 . Take the top creature card in your graveyard and put that creature into play. The creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn. TF Corrupt Sarc 5.0 Corrupt deals 1 damage to target creature or player for each swamp you control. When Corrupt successfully deals damage to a creature or player, gain life equal to US that damage **Corrupting Licid** Su Licid 2/2 0.0 Structure and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Licid onto target creature. You may pay 👁 to end this effect SH •See Transmogrifying Licid for related rulings. Crazed Skirge Su Imp 2/2 3 C Flying. Crazed Skirge is unaffected by summoning sick 3.0 US Crovax the Cursed Su Legend 0/0 Crovax the Cursed counts as a Vampire. Crovax comes into play with four +1/+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. Trovax gains flying until end of turn. SH

Culling the Weak MS Sacrifice a creature: Add 👁 👁 👁 to your mana EX Cursed Flesh FC 60 Enchanted creature gets -1/-1 and cannot be blocked except by artifact creatures and black creatures. EX **Cursed Land** FI During the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him or her. 5Ë Dark Banishing 2 🗬 Inst Destroy target nonblack creature. That creature cannot be regenerated this turn. TE Dark Hatchling Su Horror 3/3 4.00 Flying. When Dark Hatchling comes into play, destroy target nonblack creature. That creature cannot be US regenerated this turn. **Dark Ritual** MS Add 👁 👁 🐨 to your mana pool. 5E,TE,US **Darkest Hour** Ench æ US All creatures are black. Darkling Stalker Su Spirit 3 9 1/1 T: Regenerate Darkling Stalker. : Darkling Stalker TE gets +1/+1 until end of turn. Dauthi Cutthroat Su Minion 1/1 1.0 Shadow. 1 @, O: Destroy target creature with shad-EX Dauthi Embrace Ench 2 🗬 Target creature gains shadow until end of turn. TE Dauthi Ghoul Su Zombie 1/1 1.0 Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. Dauthi Horror TE Su Beast 2/1 1 Shadow. Dauthi Horror cannot be blocked by white TE creatures Dauthi Jackal Su Hound 2/1 29 Shadow. 👁 🗭, Sacrifice Dauthi Jackal: Destroy target blocking creature. EX Dauthi Marauder Su Minion 3/1 2.4 TE Shadow Dauthi Mercenary Su Knight 2/1 2 + Shadow. 1 : Dauthi Mercenary gets +1/+0 until end TE of turn Dauthi Mindripper Su Minion 2/1 34 Shadow. Sacrifice Dauthi Mindripper: Defending player 3.0 chooses and discards three cards. Use this ability only Dauthi Mindripper is attacking and unblocked. TF Dauthi Slayer Su Soldier 2/2 ** Shadow. Each turn, Dauthi Slayer attacks if able. TE Dauthi Trapper Su Minion 1/1 1.00 Target creature gains shadow until end of turn. SH Dauthi Warlord Su Soldier 1 4 */1 Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play. EX Death Pits of Rath 300 Ench Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn. TE **Death Stroke** Sorc ** SH Destroy target tapped creature. **Death's Duet** Sore 2.9 Return two target creature cards from your graveyard to your hand. EX Deathgrip Ench . 🛠 🗣: Counter target green spell. Play this ability as an interrupt. 5F 3 🗬 Derelor Su Thrull 4/4 Your black spells cost an additional 🕏 to play. • See Defense Grid for related rulings. 5E Despondency 1 FC Enchanted creature gets -2/-0. When Despondency is put into a graveyard from play, return Despondency to üs owner's hand. **Diabolic Edict** 1 4 Inst Target player sacrifices a creature. TE Diabolic Servitude 3 9 Ench When Diabolic Servitude comes into play, choose target creature card in your graveyard and put that creature into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Diabolic Servitude to owner's hand. When Diabolic Servitude leaves play, remove the chosen creature from the game IIS **Discordant Dirge** Ench 3.88 During your upkeep, you may put a verse counter on Discordant Dirge. Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X of those cards, where X is the number of verse counters on Discordant Dirge. That player discards those cards US 19 Disturbed Burial Sorc Buyback 3. Return target creature card from your TE graveyard to your hand. Drain Life Sorc 1 4 : Drain Life deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life

Туре Р/Т Cost Title Tille for each 1 damage dealt, but not more than the tough-Gloom ness of the creature or the life total of the player Drain Life damages. • You decide how much T to spend on dealing damage as you play the spell and spend the mana at that time. You can't change your mind later and deal more or less damage than that for which you originally paid. 5F unkeen costs. **Dread of Night Grave Pact** ۲ Ench TE All white creatures get -1/-1. **Dregs of Sorrow** Sore \$ 4 2 Destroy X target nonblack creatures. Draw X cards. TE Gravedigger Drudge Skeletons Su Skeletons 1/1 1 2 5E : Regenerate. Dungeon Shade 3 👁 Su Spirit 1/1 Flying. 🟶: Dungeon Shade gets +1/+1 until end of SH turn Duress Sorc 1 Look at target opponent's hand and choose a noncreature, nonland card there. That player discards that card. being played. 08 Grollub Eastern Paladin Su Kniaht 3/3 200 US 👁 🏶, 🗇: Destroy target green creature. gains 1 life. **Endless Scream** X . Hatred Enchanted creature gets +X/+0. • The value of X is set when the spell is cast and does not revert to zero when the enchantment is in play, even though % in the cast-ing cost becomes zero. Moving Endless Scream onto Hecatomh another creature doesn't change the value of X, but sacrificing it using a Faith Healer's ability will only give you TE 1 life Enfeeblement ... Enchanted creature gets -2/-2. TF Engineered Plague 2. Ench When Engineered Plague comes into play, choose a crea ture type. All creatures of the chosen type get -1/-1. UL Entropic Specter Su Spirit 3.99 of turn. Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player FX chooses and discards a card. **Erg Raiders** Su Raiders 2/3 10.00 At the end of your turn, Erg Raiders deals 2 damage to you if it did not attack this turn. Ignore this effect if Erg Raiders has summoning sickness. •At the end of your turn, Erg Raiders checks to see whether it attacked that turn. If it didn't, then it damages you. The effect is ignored only if Erg Raiders has summon-5E ina sickness Evil Eye of Orms-by-Gore Su Evil Eye 3/6 14:1 Evil Eye of Orms-by-Gore cannot be blocked except by Walls, Except for Evil Eyes, creatures you control cannot 5E attack Evil Presence FL 5E Enchanted land is a swamp. **Evincar's Justice** 2.99 Sorc Buyback 3. Evincar's Justice deals 2 damage to each TF creature and player. 5/5 Su Horror Eviscerator 3.9.9 Protection from white. When Eviscerator comes into UL. play, lose 5 life. have in yours. Kezzerdrix Exhume Sore 1. 🜩 Each player chooses a creature card in his or her IIS graveyard and puts that creature into play. 2. Expunde Inst Destroy target nonartifact, nonblack creature. That crea ์แร ture cannot be regenerated this turn. Cycling @. Extinction 4 2 Sore Destroy all creatures of any creature type of your choice. TE Su Angel ** **Fallen Angel** 3/3 Flying. Sacrifice a creature: Fallen Angel gets +2/+1 5F until end of turn. ** Fear EC Enchanted creature cannot be blocked except by artifact creatures and black creatures. 5E Fevered Convulsions Ench TE 2 🗣 🗣: Put a -1/-1 counter on target creature. **Flesh Reaver** Su Horror 4/4 1. 5 Whenever Flesh Reaver successfully deals damage to a creature or opponent, Flesh Reaver deals an equal Lab Rats amount of damage to you. us Fog of Gnats Su Insects 1/1 ... UL Flying. 🟶: Regenerate Fog of Gnats. 2/2 Foul Imp Su Imp . Flying. When Foul Imp comes into play, lose 2 life. SH **Frozen Shade** 2. Su Shade 0/1 @: +1/+1 until end of turn. 5E Fugue Sore 3 9 9 Target player chooses and discards three cards. EX **Funeral March** EC 1 If enchanted creature leaves play, its controller sacri-5E fices a creature. Giant Cockroach Su Insect 4/2 ÷ UL

White spells cost an additional 3 to play. Activated abilities requiring an activation cost of white enchant-ments cost an additional 3 to play. • See Defense Grid for related rulings. • The effect applies only to the activation costs of enchantments, not to other costs such as 5E 1.000 Ench Whenever any creature you control is put into any SH graveyard, each other player sacrifices a creature. Su Zombie 2/2 30 When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. TE Greater Werewolf Su Lycanthrope 2/4 4. 👁 At end of combat, put a -0/-2 counter on each crea ture blocking or blocked by Greater Werewolf. • This ability is played at end of combat rather than trigger ing when blockers are declared, so killing the Werewolf during combat will prevent its ability from 5E Su Beast 3/3 2.0 For each 1 damage dealt to Grollub, each opponent EX Inst 3 Pay X life: Target creature gets +X/+0 until end of turn EX 1.000 Ench When Hecatomb comes into play, sacrifice four creatures or sacrifice Hecatomb. Tap a swamp you control: Hecatomb deals 1 damage to target creature or player. •// you control at least four creatures when Hecatomb's "comes into play" effect resolves, you may choose four of them and sacrifice them. If you decide not to or don't have enough creatures, Hecatomb is buried. Hollow Dogs Su Hounds 3/3 14 Whenever Hollow Dogs attacks, it gets +2/+0 until end US Howl from Beyond 88 👁 inst Target creature gets +X/+0 until end of turn. 5E 200 III-Gotten Gains Sore Remove III-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand. •You may choose the cards just discarded as part of Ill-Gotten Gains' effect, since discarding your hand and choosing three cards from your graveyard are part of resolution US and happen in that order Imps' Taunt Inst 18. 🕿 Buyback 3. Target creature attacks this turn if able. TE Initiates of the Ebon Hand Su Clerics 1/1 65 1 : Add 👁 to your mana pool, If 🌸 or more is spent in this way during one turn, sacrifice Initiates of the Ebon Hand at end of turn. Play this ability as a mana source. • The mana spent to play this ability isn't simply changed from 🐲 to 🏶. The colorless mana is spent, and black mana is added to your pool. 5E Keeper of the Dead Su Wizard 1/2 C: Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you ŦΧ 2.9.9 Su Beast 4/4 First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. TF Kjeldoran Dead Su Dead 3/1 æ When Kjeldoran Dead comes into play, sacrifice a crea-ture. The Regenerate Kjeldoran Dead. • When Kjeldoran Dead's "comes into play" effect resolves, you choose and sacrifice a creature. If Kjeldoran Dead is your only creature in play at that time, you sacrifice it. 5F Knight of Dusk Su Knight 2/2 ** Destroy target creature blocking Knight of Dusk. TE Knight of StromgaldSu Knight 2/1 @ Protection from white. @: Knight of Stromgald gains ** first strike until end of turn. 👁 👁: Knight of Stromgald gets +1/+0 until end of turn. 5E **Krovikan Fetish** EC 2.0 Draw a card at the beginning of the turn after Krovikan Fetish comes into play. Enchanted creature gets +1/+1. Serc æ Buyback . Put a Rat token into play. Treat this token as a 1/1 black creature. SH Leeching Licid Su Licid E 👁 1/1 🗣, 👁: Leeching Licid loses all abilities and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Licid deals 1 damage to that player" instead of any other type of permanent. Move Leeching Licid onto target creature. You may pay to end this effect. •See Transmogrifying Licid for related rulings. Leshrac's Rite FC 5E Enchanted creature gains swampwalk. Living Death Sorc 3.000 Remove from the game all creature cards in all graveyards. Then, put each creature that is in play into its

Туре P/T

Ench

12.0

100

MS - Mana Source

Su - Summon

Ench - Enchantment Sor - Sorcery Inst - Instant

	THE STREET
wner's graveyard. Then, take each creature card	Nausea Sorc (1.
emoved from the game with Living Death and put it nto play under its owner's control.	All creatures get -1/-1 until end of turn. EX Necrite Su Thrull 2/2
Looming Shade Su Shade 1/1	Sacrifice Necrite: Destroy target creature defending
Solution: US Looming Shade gets +1/+1 until end of turn. US	player controls. That creature cannot be regenerated this turn. Use this ability only if Necrite is attacking and
Tying, trample. During your upkeep, sacrifice a creature	unblocked. 5E
other than Lord of the Pit. If you cannot, Lord of the Pit leals 7 damage to you. • <i>This upkeep costs is mandato-</i>	Necrologia Inst 3 & Play Necrologia only during your discard phase. Pay X
y. If you have any other creatures in play at the time you play Lord of the Pit's upkeep ability, you must sac-	life: Draw X cards. EX
ifice one of them. If you can't, Lord of the Pit deals 7	Necropotence Ench Skip your draw phase. Whenever you discard a card,
lamage to you. This damage may be prevented normal- y-for example, with a CoP. •Because the sacrifice is a	remove that card from the game. Pay 1 life: Remove the top card of your library from the game face down.
cost, you can sacrifice one Lord of the Pit to another, but you can't sacrifice two Lords of the Pit to each	At the beginning of your discard phase, put that card
other. Paying one Lord's upkeep cost removes the other	into your hand. •Necropotence doesn't cause you to skip your draw phase unless it's in play when the phase
from play, thereby preventing you from paying the other's upkeep cost. 5E	begins. For example, you may skip your draw phase for
Lost Soul Su Lost Soul 2/1 1 👁 👁	effects such as Pursuit of Knowledge's prior to when Necropotence would cause you to skip it. If another
Swampwalk. 5E	effect, such as the death of an lvory Gargoyle, also causes you to skip that phase, you choose which effect
Pay half your life, rounded up: Lurking Evil becomes a	actually causes you to skip it. If Necropotence's effect
I/4 creature with flying that counts as a Horror. US L urking Skirge Ench ()	lets you skip the phase, you'll still have to skip one later for the other effects. • The activated ability removes
When a creature is put into one of your opponents'	cards from your library immediately, and puts them into your hand at the beginning of your next discard phase.
praveyards, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 creature with flying	The cards are put into your hand by Necropotence's
hat counts as an Imp.	effect, not by the card itself, so you'll get them even if it leaves play. •All cards you discard are removed from
Maddening Imp Su Imp 1/1 2 🌩 Tying, 🗇: All non-Wall creatures target opponent con-	the game, even if you discard them to somewhere other than your graveyard. This includes cards that are
rols attack this turn if able. At end of turn, destroy	discarded as a cost. 5E
each of those creatures that did not attack. Use this ability only during target opponent's turn and only	Nether Shadow Su Shadow 1/1
refore combat. TE	At the end of your upkeep, if Nether Shadow is in your
Viana Leech Su Worm 1/1 2 🏶 /ou may choose not to untap Mana Leech during your	graveyard with at least three creature cards above it, you may put Nether Shadow into play. • This is a phase
intap phase. 👁: Tap target land. As long as Mana	ability rather than an activated ability so Nether Shadow
eech remains tapped, that land does not untap during ts controller's untap phase. US	may be returned to play only once each turn. 5E Nightmare Su Nightmare */* 5 \$
Marsh Lurker Su Beast 3/2 3 @	Flying. Nightmare has power and toughness each equal
Sacrifice a swamp: Marsh Lurker cannot be blocked this um except by artifact creatures and black creatures. TE	to the number of swamps you control. 5E
Megrim Ench @ @	Whenever a creature successfully deals damage to
Whenever any opponent discards a card, Megrim deals 2 damage to him or her. SH	you, destroy it. UL No Rest for the Wicked Ench 1 @
Mind Maggots Su Insects 2/2 3 .	Sacrifice No Rest for the Wicked: Return to your hand
When Mind Maggots comes into play, choose and dis- card any number of creature cards. For each card dis-	all creature cards put into your graveyard from play this turn.
carded this way, put two +1/+1 counters on Mind Agggots. EX	Oath of Ghouls Ench 1 @
Mind Peel Sorc @	During each player's upkeep, if there are more creature cards in that player's graveyard than in target oppo-
Buyback 2 🕏 🏶 Target player chooses and discards a straight of the second straight of the	nent's graveyard, the player may return target creature card from his or her graveyard to his or her hand. EX
Mind Ravel Sorc 2 🗭	Oppression Ench 1 👁 👁
Farget player chooses and discards a card. Draw a card at the beginning of the next turn. • This spell doesn't fiz-	Whenever a player successfully casts a spell, that player chooses and discards a card.
the target has no cards, so you'll draw your card regardless.	Order of Yawgmoth Su Knight 2/2 2 🗣 🕿
Mind Warp Sorc 🕺 3 🏶	Order of Yawgmoth cannot be blocked except by arti- fact creatures and black creatures. Whenever Order of
.ook at target player's hand. He or she discards X cards if your choice. 5E	Yawgmoth successfully deals damage to a player, that player chooses and discards a card.
Mindstab Thrull Su Thrull 2/2 🛛 👁 👁	Ostracize Serc .
Sacrifice Mindstab Thrull: Defending player chooses and discards three cards. Use this ability only if Mindstab	Look at target opponent's hand and choose a creature card there. That player discards that card.
Thrull is attacking and unblocked. 5E	Paralyze EC P
Mindwarper Su Spirit 0/0 @@@ Mindwarper comes into play with three +1/+1 counters	When Paralyze comes into play, tap enchanted creature. Enchanted creature does not untap during its controller's
on it. 2 🗣, Remove a +1/+1 counter from Mindwarper:	untap phase. That player may pay an additional 4 during
larget player chooses and discards a card. Play this shility as a sorcery.	his or her upkeep to untap it. •Because the untap cost is paid during upkeep, it may be paid more than once each
Mindwhip Sliver Su Sliver 2/2 2 🗣 Each Sliver gains " 2, Sacrifice this creature: Target	turn. Untap costs are cumulative, so two Paralyzes increase untap cost to 8. 5E
player discards a card at random. Play this ability as a	Parasitic Bond EC 3 P
corcery." TE Minion of the Wastes Su Minion */* 3***	During the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player. US
frample. When you play Minion of the Wastes, pay any	Perish Sorc 29
amount of life. Minion of the Wastes has power and oughness each equal to that amount.• <i>When Minion of</i>	Destroy all green creatures. Those creatures cannot be regenerated this turn.
the Wastes is about to come into play by any means other than being cast, you must choose an amount of life	Persecute Sorc 2 🕈 🕈
and pay it before Minion comes into play.	choose a color. Look at target player's hand. That play- er discards all cards of the chosen color. US
Nole Worms Su Worms 1/1 2 🗭 /ou may choose not to untap Mole Worms during your	Pestilence Ench 299
intap phase. 🗭: Tap target land. As long as Mole	At the end of any turn, if there are no creatures in play, sacrifice Pestilence. The setilence deals 1 damage to
Norms remains tapped, that land does not untap during ts controller's untap phase. 5E	each creature and player. •If another "at end of turn" ability is scheduled to produce a creature or to remove
Morgue Thrull Su Thrull 2/2	the last creature from play, you can choose whether or
Sacrifice Morgue Thruli: Put the top three cards of your ibrary into your graveyard. SH	not to play it before Pestilence's ability. Effects that last until end of turn, such as animating a Mishra's Factory,
Mortuary Ench 3. @	end before Pestilence checks for creatures. 5E,US
Whenever any creature is put into your graveyard from play, put that creature on top of your library. SH	Phyrexian Broodlings Su Minions 2/2 *** * , Sacrifice a creature: Put a +1/+1 counter on
Murk Dwellers Su Murk Dwellers 2/2 3 👁	Phyrexian Broodlings. UL
f Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of turn. 5E	Phyrexian Debaser Su Carrier 2/2
	ture gets -2/-2 until end of turn

nblocked. 5F lecrologia Inst 300 'lay Necrologia only during your discard phase. Pay 🕱 fe: Draw X cards EX lecropotence Ench kip your draw phase. Whenever you discard a card, emove that card from the game. Pay 1 life: Remove he top card of your library from the game face down t the beginning of your discard phase, put that card no your hand. •Necropotence doesn't cause you to kip your draw phase unless it's in play when the phase egins. For example, you may skip your draw phase for ffects such as Pursuit of Knowledge's prior to when lecropotence would cause you to skip it. If another ffect, such as the death of an lvory Gargoyle, also auses you to skip that phase, you choose which effect actually causes you to skip it. If Necropotence's effect ets you skip the phase, you'll still have to skip one later or the other effects. • The activated ability removes ards from your library immediately, and puts them into our hand at the beginning of your next discard phase. The cards are put into your hand by Necropotence's ffect, not by the card itself, so you'll get them even if t leaves play. •All cards you discard are removed from he game, even if you discard them to somewhere ther than your graveyard. This includes cards that are liscarded as a cost. 5E lether Shadow Su Shadow 1/1 lether Shadow is unaffected by summoning sickness. t the end of your upkeep, if Nether Shadow is in your raveyard with at least three creature cards above it, ou may put Nether Shadow into play. • This is a phase bility rather than an activated ability so Nether Shadow nay be returned to play only once each turn. lightmare Su Nightmare 5 00 lying. Nightmare has power and toughness each equal o the number of swamps you control. 5F lo Mercy Ench 2 . Whenever a creature successfully deals damage to ш au, destroy it No Rest for the Wicked Ench 1 Sacrifice No Rest for the Wicked: Return to your hand 1 @ Il creature cards put into your graveyard from play this 115 lath of Ghouls Ench During each player's upkeep, if there are more creature ards in that player's graveyard than in target oppoend's graveyard, the player may return target creature and from his or her graveyard to his or her hand. **EX** Inpression Ench 100 henever a player successfully casts a spell, that IIS layer chooses and discards a card. Irder of Yawgmoth Su Knight 2/2 2.99 rder of Yawgmoth cannot be blocked except by arti-act creatures and black creatures. Whenever Order of awgmoth successfully deals damage to a player, that US layer chooses and discards a card. **Ostracize** Serc . ook at target opponent's hand and choose a creature ard there. That player discards that card. aralyze EC . Vhen Paralyze comes into play, tap enchanted creature. inchanted creature does not untap during its controller's ntap phase. That player may pay an additional 4 during is or her upkeep to untap it. •Because the untap cost is aid during upkeep, it may be paid more than once each urn. Untap costs are cumulative, so two Paralyzes crease untap cost to 8 5F 3 🕈 arasitic Bond EC luring the upkeep of enchanted creature's controller arasitic Bond deals 2 damage to that player. ั้นร 29 Perish Sorc lestroy all green creatures. Those creatures cannot be egenerated this turn. TE ersecute Persecute Suit shoose a color. Look at target player's hand. That play-Sore 299 r discards all cards of the chosen color. estilence Ench 299 t the end of any turn, if there are no creatures in play, acrifice Pestilence. : Pestilence deals 1 damage to ach creature and player. • If another "at end of turn" bility is scheduled to produce a creature or to remove the last creature from play, you can choose whether or not to play it before Pestilence's ability. Effects that last intil end of turn, such as animating a Mishra's Factory, nd before Pestilence checks for creatures. 5F IIS hyrexian Broodlings Su Minions 2/2 Sacrifice a creature: Put a +1/+1 counter on 111 hyrexian Broodlings. hyrexian Debaser Su Carrier 2/2 3.0 Tying. �, Sacrifice Phyrexian Debaser: Target crea-ure gets -2/-2 until end of turn. SH - Stronghold US - Urza's Sana **EX - Exodus**

Phyrexian Defiler Su Carrier 3/3 200 Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn.
 Phyrexian Denouncer Su Carrier 1/1 ©, Sacrifice Phyrexian Denouncer: Target creature

gets -1/-1 until end of turn. DL. Phyrexian Ghoul Su Zombie 2/2 .2. Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn IIS

Phyrexian Plaguelord Su Carrier 4/4 300 C, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. Sacrifice a creature: Target creature gets -1/-1 until end of turn. UL

Satoshi Nakamura's Mono-Brown Deck 1999 Duelist Invitational (Standard)

Creatures (9) 2 Atog 4 Gathodion 3 Shard Phoenix Spells (14)

3 Earthquake 3 Fireball 4 Incinerate 4 Shack

Artifacts (13) 4 Gursed Scroll 4 Mana Vault 2 Null Brooch 3 Voltaic Key

Lands (24) 19 Mountain 1 Shivan Gorge 4 Stalking Stones

Sideboard 4 Bottle Gnomes 4 Pyroblast 1 Rathi Dragon

Phyrexian

Reclamation Ench 1 🗣, Pay 2 life: Return target creature card from UL your graveyard to your hand. Pit Imp Su Imp 0/1 Flying, T: Pit Imp gets +1/+0 until end of turn. You can-not spend more than 🗣 🗣 in this way each turn. TF Pit Scorpion Su Scorpion 1/1 2 If Pit Scorpion damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.

5E Pit Spawn Su Beast 6/4 4 First strike. During your upkeep, pay 🗣 🏶 or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove EX

that creature from the game. **Plague Beetle** Su Insect 1/1 ŰL Swampwalk.

Plague Rats Su Rats 0:0 Plague Rats has power and toughness each equal to the number of Plague Rats in play. SE

Plaguebearer Su Zombie 1/1 1 0 x x : Destroy target nonblack creature with total EX casting cost equal to 3%.

Planar Void Ench . Whenever a card is put into a graveyard, remove that card from the game. US

Sorc Pox *** Each player loses 1/3 of his or her life; then chooses and discards 1/3 of his or her hand; then sacrifices 1/3 of the creatures he or she controls; and then sacrifices 1/3 of the lands he or she controls. Round each loss up. • This spell doesn't use the word "target," so it's not targeted in any way. White Knights, Pincher Beetles, and so on are counted and sacrificed just like any other 5F

Priest of Gix Su Minion 2/1 2. When Priest of Gix comes into play, add The to US your mana pool.

			-
Rabid Rats Su @: Target blocking creature of	Rats lets -1/-1		۲
turn.			SH
Rag Man Su Rag Su Rag Su Rag		2/1 24	
player discards a creature can			
ability only during your turn. Rain of Filth	Innk		5E
Each land you control gains "S	Inst Sacrifice ti	his land: Add	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
to your mana pool" until end o	f turn. • <i>lf</i> .	a triggered e	ffect
such as Spreading Algae would be destroyed when tapped, the			5 10
would allow you to sacrifice it i	n response	, since this a	bili-
ty is played as a mana source. must already be in effect to use			US
Rain of Tears	Sarc	1 3	
Destroy target land. Raise Dead	Sorc		TE
Return target creature card in		veyard to you	ır
hand.			5E
Rank and FileSu Zo When Rank and File cor			
creatures get -1/-1 until	end of tu	rn. • <i>This is</i> .	a
coming-into-play ability, creatures currently in pla			ņ
creature enter play later			
affected. Rats of Rath Su	Data	0./1 4	UL
P: Destroy target artifact,			*
control.			TE
Ravenous Skirge St Flying, Whenever Ravenous			*
+2/+0 until end of turn.	o orange u	tuono, it goi	US
Reanimate	Sorc	average of the	۲
Put target creature card play under your control. L	.ose life ei	graveyard in qual to that	10
creature's total casting c	ost.		TE
Reckless Spite Destroy two target nonb	Inst Jack creat	tures Lose !	
life.		LUIDO. 2000 (TE
Reclusive Wight Su M			and .
During your upkeep, if you permanents, sacrifice Reclu	isive Wigh	it.	US
Recurring Nightman			\$
Sacrifice a creature, Retu to owner's hand: Put ta			
your graveyard into play			
sorcery. Reprocess	Sorc	24	EX
Sacrifice any number of a	artifacts, c	reatures, and	/or
lands and draw a card fo way.	or each on	e sacrificed t	this US
Revenant Su	Spirit		
Flying. Revenant has powe equal to the number of cre			21/0-
yard.	ature care	to in your yn	SH
Sadistic Glee	EC	annual free	۲
Whenever any creature is pu play, put a +1/+1 counter on			TE
Sanguine Guard Sul	(night ·)	2/2 1 9	
First strike. 1 T: Regenerate	-	e Guard.	US
Sarcomancy When Sarcomancy comes into	Ench play, put	a Zombie to	
When Sarcomancy comes into into play. Treat this token as a During your upkeep, if there a	2/2 black	c creature.	
Sarcomancy deals 1 damage 1	to you.	ibles in play,	TE
Scare Tactics	Inst		*
All creatures you control get +1 Scathe Zombies Su Zo			EX
ocatile comples ou co	IIIDIGa i	LI	5E
Screeching Harpy Su			
Flying. 1 T: Regenerate Scri Sengir Autocrat Su Au			TE
When Sengir Autocrat comes tokens into play. Treat these to	into play,	put three Se	rf
tokens into play. Treat these to tures. If Sengir Autocrat leaves	okens as C s plavi des)/1 black cre strov all Serf	88
tokens. • If Sengir Autocrat lea	ves play, i	it destroys a	1
Serf tokens in play, not just the less of who controls them.	ie ones it	created, reg	ara- 5E
Serpent Warrior Su S			-
When Serpent Warrior comes			SH
Servant of Volrath Su M If Servant of Volrath leaves play			TE
Sick and Tired	Inst	2	
Two target creatures each get		l end of turn	
Sicken Enchanted creature gets -1/-1	EC . Cycling	2.	US
Skeleton ScavengersSi	. Skeleton	s0/0 2	
Skeleton Scavengers comes in counter on it. Pay 10 for each	to play wi	ith one +1/+ numter on	1
Skeleton Scavengers: Regener	ate Skelet	ion Scavenge	
and put a +1/+1 counter on it		0.0	SH
Skirge Familiar S	ulmp 3	J/L 4	

Skirge Familiar Su Imp 3/2 Flying. Choose and discard a card: Add 🏶 to your mana pool. Play this ability as a mana source. IIS

5E - Fifth Edition TE - Tempest

DUELIST

4 Nevinyrral's Disk 2 Shattering Pulse

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Title

Type

RACLE PLAYER **'S** GUTDE

Title

Title Su Imp **Skittering Skirge** 3/2 . Flying. When you successfully cast a creature spell, sacrifice Skittering Skirge. IIS Skyshroud Vampire Su Vampire 3/3 3.00 Flying. Choose and discard a creature card: Skyshroud Vampire gets +2/+2 until end of turn. TE Slaughter Inst 2....... Buyback-Pay 4 life. Destroy target nonblack creature EX That creature cannot be regenerated this turn. Sleeper Agent Su Minion 3/3 When Sleeper Agent comes into play, target opponent gains control of it. During your upkeep, Sleeper Agent US deals 2 damage to you. **Sleeper's Guile** EC 2 🕿 Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand. UL Sorceress Queen Su Sorceress 1/1 1. . Target creature other than Sorceress Queen is 0/2 until end of turn. • This effect overrides calculated power and toughness such as that of Nightmare or Dauthi Warlord. When the Oueen's effect wears off, the creature returns to its normal power and toughness formula. A Sorceress Queen may target other Sorceress Queens. 5E Souldrinker Su Spirit 2/2 3.4 Pay 3 life: Put a +1/+1 counter on Souldrinker. TE Spike Cannibal Su Spike 0/0 Spike Cannibal comes into play with one +1/+1 counter on it. When Spike Cannibal comes into play, move all +1/+1 counters from all creatures onto Spike Cannibal. EX **Spinal Graft** EC (1) **(2**) Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy that creature. The creature cannot be regenerated this turn. •As soon as the enchanted creature is declared as a target, that creature is destroyed, as it is a triggered effect. TE Spined Fluke Su Horror 5/1 20 When Spined Fluke comes into play, sacrifice a creature. : Regenerate Spined Fluke. IIS Stromgald Cabal Su Knights 2/2 1 👁 😤 Pay 1 life: Counter target white spell. Play this abil-5E ity as an interrupt. Stronghold AssassinSu Assassin 2/1 1000 Sacrifice a creature: Destroy target nonblack creation ture. SH Stronghold TaskmasterSu Minion4/3 2..... All other black creatures get -1/-1 SH Subversion Ench 3 . During your upkeep, each of your opponents loses 1 UL life. Gain 1 life for each 1 life lost this way, Swat Inst 10 👁 👁 Destroy target creature with power 2 or less. ш Cyclina 2 Tainted Æther Ench Whenever a creature comes into play, its controller sacrifices a creature or land. US Terror 10 4 Inst Destroy target nonartifact, nonblack creature. That 5E creature cannot be regenerated this turn. Tethered Skirge Su imp 2/2 2¢ Flying. Whenever Tethered Skirge becomes the target of a spell or ability, lose 1 life. . See Spinal Graft for related rulings UL **Thrull Retainer** . Enchanted creature gets +1/+1. Sacrifice Thruit Retainer: Regenerate enchanted creature. 5E Thrull Surgeon Su Thrull 1/1 1: @ 1 Sacrifice Thrull Surgeon: Look at target player's hand and choose one of those cards. That player dis-FX cards that card. Play this ability as a sorcery. Torment EC 1.4 Enchanted creature gets -3/-0. SH Torture EC 儘 1 . Put a -1/-1 counter on enchanted creature. 5E **Tortured Existence** Ench 🙊, Choose and discard a creature card: Return target creature card from your graveyard to your hand. SH Touch of Death Sore Touch of Death deals 1 damage to target player and you gain 1 life. Draw a card at the beginning of the 5E next turn. **Treacherous Link** EC 1.0 Redirect to its controller all damage dealt to enchanted creature UL. Unearth Sprc 6 Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play. Cycling 🕸 UL. **Unholy Strength** EC Enchanted creature gets +2/+1. 5F Unnerve Sorc 3 🐢 Annul Each of your opponents chooses and discards two Counter target artifact or enchantment spell. US cards.

Unworthy Dead Su Skeletons Anti-Magic Aura 1/1 1 2 : Regenerate Unworthy Dead. US Enchanted creature cannot be the target of enchant-**Vampire Bats** ments, instants, or sorceries. This effect does not Su Bats 0/1 虚 Flying, \$\$: +1/+0 until end of turn. You cannot spend more than \$\$\$ in this way each turn. 5 5F Vampire Hounds Su Hounds 2/2 2. Choose and discard a creature card: Vampire Hounds gets +2/+2 until end of turn. EX Vampiric Embrace EC 200 Enchanted creature gets +2/+2 and gains flying. Whenever a creature successfully dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature. **İ**İS Vebulid Su Horror 0/0 Vebulid comes into play with one +1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Vebulid. When Vebulid attacks or blocks, destroy it at US end of combat. Victimize Sorc 2.6 Choose two target creature cards in your praveyard. Sacrifice a creature. If you do, put the two chosen US creatures into play tapped. **Vile Requiem** Ench 2..... During your upkeep, you may put a verse counter on Vile Requiem. 1 & , Sacrifice Vile Requiem: Destroy up to X target nonblack creatures, where X is the number of verse counters on Vile Requiem. Those creatures US cannot be regenerated this turn. Volrath's Dungeon Ench 2.... Any player may pay 5 life during his or her turn to destroy Volrath's Dungeon. Choose and discard a card; Target player chooses a card in his or her hand and puts that card on top of his or her library. Play this EX ability as a sorcery. Wall of Bone Su Wall 1/4 2.0 5E T: Regenerate Wall of Souls Su Wall 0/4 1 👁 Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. SH Warp Artifact EA During the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to him or her. 5E Weakness EC -Enchanted creature gets -2/-1. 5E Western Paladin Su Knight 3/3 2 4 👁 👁, 📀: Destroy target white creature. US Witch Engine Su Horror 4/4 5 9 Swampwalk. 👁: Add 👁 👁 👁 to your mana pool US Target opponent gains control of Witch Engine. Wretched, The Su Wretched 2/5 3 * * The Wretched as long as you control The Wretched. ing • The player that controls The Wretched at end of com-bat gains control of all creatures that blocked it. 5F Xenic PoltergeistSu Poltergeist 1/1 100 : Until your next upkeep, target noncreature artifact is an artifact creature with power and toughness each equal to its total casting cost. (That artifact retains all of its original abilities.) • All permanents get summoning sickness, even though only creatures are affected by it. Thus, whether an artifact animated by Xenic Poltergeist can attack or use its abilities is determined just as if it had been a creature all along... 5 58 Vawomoth's Edict Ench 10 40 Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life. US Yawqmoth's Will Sorc 2.4 Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.US Zombie Master Su Lord 2/3 100 All Zombies gain "The Regenerate" and swampwalk. •Zombie Master is a Lord, not a Zombie, so it doesn't grant its abilities to itself. . 5E RIIF Academy Researchers Su Wiz 2/2 1 4 4 When Academy Researchers comes into play, you may choose an enchant creature card in your hand and put that enchantment into play on Academy Researchers.US Æther Storm Ench 3 Summon spells cannot be played. Any player may pay 4 life to destroy Æther Storm. •Artifact creature spells aren't summon spells, so they can be played in spite of Æther Storm. • The ability to destroy Æther Storm is an instant that any player can pay 4 life to play. It may be responded to normally, perhaps by returning Æther Storm to its owner's hand with Time Elemental. As with any cost, the life is lost even if the effect turns out to 5F do nothina. Air Elemental Su Elemental 4/4 3-4-6 5E Flying

destroy Anti-Magic Aura. (Other enchantments on that creature are buried because their target is now illegal.) • This ability prevents the enchanted creature from being targeted by anything that is played as an enchantment, an instant, or a sorcery. This includes abilities played as any of these. Anthroplasm Su Shapeshifter 0/0 260 Anthroplasm comes into play with two +1/+1 counters on it. 38, @: Remove all +1/+1 counters from Anthroplasm and put X +1/+1 counters on it. • Since the old counters are removed and the new ones are added in the same event during resolution, Anthroplasm is never a 0/0 creature long enough to be destroyed. Arcane Laboratory Ench 2 🕷 Each player cannot play more than one spell each turn. ·Although mana source spells cannot be prevented by Arcane Laboratory, if a mana source spell is played first, no other spells, except other mana source spells, may be played that same turn. •Arcane Laboratory only allows a total of one spell to be played per turn by each player. For instance, you may not play the same buyback spell twice in one turn, or two copies of the same spell. Archivist Su Wizard 1/1 12 1 4 : Draw a card Attunement Ench 12.00 Return Attunement to owner's hand: Draw three cards, then choose and discard four cards. Aura Flux Ench 2 🕷 Each other enchantment gains "During your upkeep, pay 2 or sacrifice this enchantment." • Aura Flux adds an upkeep cost to the enchantment. You cannot play activated abilities of a permanent with an upkeep cost until you pay that cost. **Azure Drake** Su Drake 3.0 Flying **Back to Basics** Ench 2.0 Nonbasic lands do not untap during their controllers' untap phases. Barrin, Master WizardSu Legend 1/1 化金属 Barrin, Master Wizard counts as a Wizard. 2, Sacrifice a permanent: Return target creature to owner's hand.US Benthic Behemoth Su Serpent 7/6 5444 Islandwalk **Binding Grasp** EC 34 During your upkeep, pay 1 * or destroy Binding Grasp. Gain control of enchanted creature. That creature gets +0/+1. Boomerang (i) (ii) Inst Return target permanent to owner's hand, Bouncing BeeblesSu Beebles 2/2 2 🏟 Bouncing Beebles is unblockable if defending player controls an artifact. Brainstorm Inst Draw three cards. Then, put any two cards from your hand on top of your library in any order. . This effect generates two events: drawing three cards, and putting two cards on top of vour library. Thus, abilities that triager when cards are drawn will be played before cards are put back onto your library. For example, if you draw creature cards while you have Enduring Renewal in play, you'll discard them before being able to put cards on top of your library. Capsize Inst 1 🕷 🚯 Buyback 3. Return target permanent to owner's hand. Catalog Inst Draw two cards, then choose and discard a card. Chill Ench (). C Red spells cost an additional 2 to play. • See Defense Grid for related rulings. **Cloak of Mists** EC. 30 4 Enchanted creature is unblockable. Cloud of Faeries Su Faeries 1/1

US 100 Flying. When Cloud of Faeries comes into play, if you've played Cloud of Faeries from your hand, untap up to two lands. Cycling @. •All decisions for a spell are made on announcement, except those involving "hidden" information. The lands that will untap are chosen when you announce the spell and untap on resolution.UL **Cloud Spirit** Su Spirit 3/1 2.4 Flying. Cloud Spirit can block only creatures with flying. SH Confiscate EP 4 4 4 You control enchanted permanent. IIS Contempt EC (%) (%) If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat. SH **Coral Merfolk** Su Merfolk 2/1 1 1 IIS

Counterspell Intr 5E TE Counter target spell.

Cunning ** Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cunning at end of turn. EX Curfew Inst Each player chooses a creature he or she controls and returns it to owner's hand. US Curiosity FC 4 If enchanted creature damages an opponent, you may ÊX draw a card. **Dance of Many** Ench During your upkeep, pay 🏽 🖉 or sacrifice Dance of Many. When you play Dance of Many, choose target summon card. When Dance of Many comes into play, put a token creature into play and treat it as a copy of that summon card. If either Dance of Many or the token creature leaves play, sacrifice the other. *•If Dance of* Many resolves without fizzling, it will produce its token even if the target somehow disappears after resolution but before the token comes into play. This is because the ability of putting the token into play isn't targeted. The token will be a copy of the target as it existed when Dance of Many came into play. • The token copies the target's casting cost, so it doesn't have a default total casting cost of 0 as most tokens do. 5E Dandan Su Dandan 4/1 10 18 Islandhome Dark Maze Su Wall 4/5 4 🍅 Q : Dark Maze can attack this turn as though it were not a Wall. At end of turn, remove Dark Maze from the came. Deflection Intr 13:00 Target spell with a single target now targets a new legal target of your choice. • When you play Deflection, you choose a target spell and a new target for that spell. Deflection doesn't target the spell's new target nor does it change who is playing the spell. If the new target for the spell turns out to be illegal when Deflection resolves, it fizzles with no effect, • Deflection only targets a spell being cast, so although it may retarget a permanent such as Black Vise as it's being cast, it can't do so once the permanent is in play. Deflection can't target a spell that's interrupting another spell or ability, because the spell is already targeting its only legal target, namely the spell or ability it's interrupting 5F **Delusions of Mediocrity Ench** B. W When Delusions of Mediocrity comes into play, gain 10 life When Delusions of Mediocrity leaves play, lose 10 life. UL Dismiss Intr 2. Counter target spell. Draw a card. TE Disruptive Student Su Wizard 1/1 26 Counter target spell unless its caster pays an additional 1. Play this ability as an interrupt. US **Dominating Licid** Su Licid 1/1 1. 1 (), Orinating Licid loses all abilities and becomes a creature enchantment that reads "Gain con-trol of enchanted creature" instead of any other type of permanent. Move Dominating Licid onto target creature You may pay 🌒 to end this effect. • See Transmogrifying Licid for related rulings. EX Douse Ench 2 🌒 1 🕷: Counter target red spell. Play this ability as ar US interrupt. **Drain Power** Sorc Target player draws all mana from all lands he or she controls. Put all mana from that player's mana pool into yours. • The target player can tap lands for mana and play spells and abilities using that mana before Drain Power steals it. Also, the player can control the amount and type of mana produced by his or her lands by tapping them for mana prior to the resolution. •Drain Power will draw as much mana as possi-ble out of the target's lands, so if a land has more than one mana-producing ability, the one that will produce the most mana is used, and it will produce as much mana as possible. If abilities tie in this respect, the land's controller decides which ability is used. For example, Havenwood Battleground would have to produce two mana, but a Veldt's controller would choose which type of mana it produced. Also, a storage land would be drained of all its counters. If the land's ability requires making any choices other than how much mana to produce, the land's controller makes those choices. . Lands that don't pro duce mana are ignored. **Dream Cache** Sore 2. Draw three cards. Then, choose two cards from your hand and put both on either the top or the bottom of TE your library.

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EC

Type P/T

Dream Halls Ench 13. 6. 6. Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card tha shares at least one color with that spell. If the spell has * in its casting cost, * is 0.. Dream Hall's ability is a continuous ability, not a replacement or triggered ability (It's worded like a replacement ability for ease of under standing.) Discarding Guerrilla Tactics to pay for a red spell through your opponent's Dream Halls, for example does not trigger the Tactic's second ability SH

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MAY 1999

US

Intr

MS - Mana Source Su - Summon

Ench - Enchantment Inst - Instant

Sor - Sorcerv

	11	

Drifting Djinn

Duplicity

Duplicity.

Energy Field

Energy Flux

Title

Type P/T Cost **Dream Prowler** Su Illusion 1/5 2 . . Dream Prowler is unblockable as long as no other creatures are attacking. SH Su Djinn 5/5 4 . . Flying. During your upkeep, pay 1 to sacrifice Drifting Djinn. Cycling 2. US Ench 3 8 8 When Duplicity comes into play, remove the top five cards of your library from the game, face down. During your upkeep, you may exchange all the cards in your hand for all the cards removed from the game with Duplicity. At the end of your turn, choose and discard a card. If you lose control of Duplicity, put into owner's graveyard all cards removed from the game with TE Enchantment Alteration Inst 6 Move target enchantment from one creature to anothe or from one land to another. US Ench Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, IIS sacrifice Energy Field. Ench 2.4 All artifacts gain "During your upkeep, pay 2 or sacri-fice this artifact." • This effect gives each artifact an upkeep cost. This means, for example, that you can't use an artifact's abilities until its upkeep cost is paid. It also means that you can't use an artifact's mana-pro-

ducing abilities until its upkeep cost effect has resolved: for example, a Mox Diamond can't be used to pay its 5E own upkeep cost. Enervate Inst Tap target artifact, creature, or land. Draw a card at the beginning of the next turn. • This effect doesn't fizzle if

the target is already tapped, so you still get the card.5E Enhemeron Su Illusion 4/4 4.4.4 Flying. Choose and discard a card: Return Ephemeron EX to owner's hand. Equilibrium Ench 1000 Whenever you successfully cast a creature spell, you may

pay 1/2 to return target creature to owner's hand. FX Ertai, Wizard Adept Su Legend 1/1 2 4 Ertai, Wizard Adept counts as a Wizard. 2 4 4, \diamondsuit : Counter target spell. Play this ability as an interrupt. EX Ertai's Meddling Intr St. 🐔

When target spell is successfully cast, put X delay counrs on it. X cannot be 0. That spell does not resolve at the normal time. During each upkeep of that spell's cast-er, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves. •If a spell is targeted by more than one Ertal's Meddling, the spell will still only resolve once. The other Meddlings will attempt to have the spell resolve, but their effects will be ignored. because a spell can resolve only once each time it's suc-

cessfully cast. TE Escaped ShapeshifterSu Shapeshifter3/4 3 . As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color • When Escaped Shapeshifters check to see which abilities they copy, they evaluate everything that's in play, ignoring the presence of other Escaped Shapeshifters. They then gain abilities based on whether opposing creatures have them. Escaped Shapeshifters don't give each other abilities, much like Reflecting Pools don't enable each other to produce mana. Effects such as Radian Spirit's can remove an Escaped Shapeshifter's copied abilities just as if the TE Shapeshifter had those abilities naturally.

Evacuation Inst 3 . . Return all creatures to owners' hands SH Exhaustion Sorc 24 Creatures and lands target opponent controls do not untap during his or her next untap phase. • Exhaustion affects the target opponent's next turn and all perma-nents he or she controls at that time, regardless of whether they were in play when Exhaustion resolved.US **Fade Away** Sore 2 4 For each creature, that creature's controller pays 10 or EX sacrifices a permanent. Feedback EE 2.4 During the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to him or her. 5E **Fighting Drake** Su Drake 2/4 264 **Flying** TE **Fleeting Image** Su Illusion 2/1Ø2 🛞 Flying. 1 : Return Fleeting Image to owner's hand. UL Flight EC 5E Enchanted creature gains flying. Flood Ench Tap target creature without flying. 5E **Fog Bank** Su Wall በ/2 . Flying. Fog Bank does not deal or receive combat dam-US 206. Farhid Intr 1. . . Buyback-Choose and discard two cards. Counter target EX

Force Spike Intr During your upkeep, if you have a card in hand, return Imaginary Pet to owner's hand. Counter target spell unless its caster pays an additional 5E Foraet Sorc ... Target player chooses and discards two cards, then draws as many cards as he or she discarded in this way. 5E Frantic Search Inst 20 Draw two cards, then choose and discard two cards. Untap up to three lands. . See Cloud of Fairies for ш related rulings. Fylamarid Su Beast 1/3 1 8 8 Flying, Fylamarid cannot be blocked by blue creatures *: Target creature is blue until end of turn. TE **Gaseous Form** FC 12.15 Enchanted creature neither deals nor receives combat damage. 5E.TE **Giant Crab** Su Crab 3/3 14 : Until end of turn, Giarit Crab cannot be the target of spells or abilities. TE Gilded Drake Su Drake 3/3 1. 1 Flying. When Gilded Drake comes into play, exchange control of Gilded Drake for target creature one of your opponents controls or sacrifice Gilded Drake. US Glacial Wall Su Wall 0/7 28 58 **Gliding Licid** Su Licid 2/2 20

Type P/T Cost

Title

Insight

Interdict

a card.

Intervene

all creatures.

Intuition

Juxtanose

Intruder Alarm

your library afterwards.

Imaginary Pet

spell, draw a card.

. 🗭: Gliding Licid loses all abilities and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Licid

Who'Dat?

Squee, Goblin Cabin Hand, Interviews Mike Long

Squee: What good'r ya?

Mike: I just came in first at this year's Duelist Invitational. I won Pro-Tour Paris, Grand Prix-Washington DC, and came in second at the 1998 U.S. Nationals and the 1997 Duelist Invitational. I also run The End game center in Charlottesville, VA. Squee: Ever hadda fav'rit toy?

Mike: I like to play with my Merfolk Beatdown deck.

Squee: Squee hate decks. Cleanin' decks is no fun. What's yer fav'rit bug? Mike: Honeybee.

Squee: Mm. Two great tastes.... Besides eatin' bugs, whatcha like doin'? Mike: I used to wrestle in high school. Now I fight fires and hang out with my friends.

onto target creature. You may pay 🕷 to end this effect. SH See Transmogrifying Licid for related rulings. **Great Whale** Su Whale 5/5 19. 16.10 When Great Whale comes into play, if you've played Great Whale from your hand, untap up to seven lands lis See Cloud of Fairies for related rulings. Hammerhead Shark Su Fish 2/3 . Hammerhead Shark cannot attack unless defending player controls any islands. SH **Hermetic Study** FC 1 4 Enchanted creature gains "@: This creature deals 1 ้มร damage to target creature or player." Hesitation Ench 1 If any spell is played, counter that spell and sacrifice Hesitation. SH Hibernation Inst 12 👗 Return all green permanents to owners' hands. US Homarid Warrior Su Homarid 3/3 4 📽 : Homarid Warrior cannot be the target of spells or abilities until end of turn and does not untap during your next untap phase. Tap Homarid Warrior. • Once its ability resolves, any earlier spells or abilities in the batch that targeted Homarid Warrior will fizzle, as it will be an invalid target by the time they resolve. • Tapping Homarid Warrior is part of the effect, not the cost, so you can play the ability if Homarid Warrior has summoning sickness of is already tapped. . Enchantments already in play are permanents, not spells or abilities, so this effect won't destroy enchantments already on Homarid Warrior. 5E **Horned Turtle** 2 🔹 TE Su Turtle 1/4 **Horseshoe Crab** Su Crab 1/3 24 : Untap Horseshoe Crab. US Hurkyl's Recall Inst 1 Return to target player's hand all artifacts in play he or she owns. • It isn't important who controls the artifacts owned by the target player. 5E Hydroblast Intr Counter target spell if it is red, or destroy target permanent if it is red. (If this spell targets a permanent, play it as an instant.) • This is a modal spell that's played either to counter a spell or to destroy a permanent. If Hydroblast is played as an interrupt, it's targeting its only legal target (whatever it interrupts), and if it's played as an instant, it can target only permanents. Thus, you wouldn't be able to Deflect it from one type of target to another.

or more creatures are tied for highest total casting cost creature a player controls, he or she chooses between them. Exchange control of artifacts in the same way. This effect will attempt to swap creatures and then attempt to swap artifacts. Each exchange is made if pos sible, but failure of one doesn't restrict the other. Note that the spell doesn't target the creatures and/or artifacts,

so abilities such as protection don't make a creature immune to being swapped. •Creatures and artifacts aren't surveyed until it's time to exchange that type of permanent, so it's possible for an artifact creature to be exchanged twice: once when creatures are exchanged, and then again when artifacts are exchanged, even if its new controller didn't control any artifacts at the beginning 5Ĕ of resolution.

Keeper of the Mind Su Wizard 1/2 \$\vec{}\}}}}}}}}, weighter bound bo opponent has at least two more cards in hand than you EX

3/5

Killer Whale Su Whale . : Killer Whale gains flying until end of turn. EX King Crab Su Crab 4/5 4 . . 1 &, @: Put target green creature on top of owner's library. HL. Krovikan Sorcerer Su Wizard 1/1 24 Choose and discard a nonblack card: Draw a card. Choose and discard a black card: Draw two cards. then choose and discard one of them. 5E Labyrinth Minotaur Su Minotaur 1/4

3 1 If Labyrinth Minotaur blocks any creature, that creature does not untap during its controller's next untap phase. 5E Launch FC 10 1 Enchanted creature gains flying. When Launch is put into a gravevard from play, return Launch to owner's hand 115 Lean Inst

Target creature gains flying until end of turn. Draw a SH card

Legacy's Allure . Each During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the TE number of treasure counters on Legacy's Allure. Legerdemain Sorc 266 Permanently exchange control of target artifact or crea ture for control of target permanent of the same type.TE

Leviathan Su Leviathan 10/10 54446 Trample. Leviathan comes into play tapped and does not untap during your untap phase. Each turn, Leviathan cannot attack unless you sacrifice two addi-tional islands. Sacrifice two islands: Untap Leviathan. 5F Use this ability only during your upkeep. Levitation Ench 2.4.4 All creatures you control gain flying. UL Lifetap Ench Whenever any forest target opponent controls becomes tapped, gain 1 life. • This ability triggers once for each and every forest the opponent controls that becomes tapped, regardless of when it was tapped. If more than one such forest becomes tapped at the same time, the

Type P/T

Title

Cost

1

US

TE

TE

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SH

TE

3.6

20

2 6

26

1.4

Type P/T

4/4

Su Illusion

Whenever target opponent successfully casts a green

Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Activated abilities of

that permanent cannot be played again this turn. Draw

Counter target spell that targets a creature. . Intervene

can counter spells that have more than one target.

Creatures do not untap during their controllers' untap

phases. Whenever any creature comes into play, untap

Search your library for any three cards and reveal them

to an opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle

Exchange with target player control of the creature with

the highest total casting cost that you each control. If two

provided one of the targets is a creature.

Ench

Intr

Intr

Ench

Inst

Sorc

ability triggers once for each. 5E Lilting Refrain Ench 4.8 During your upkeep, you may put a verse counter on Lilting Refrain, Sacrifice Lilting Refrain; Counter target spell unless caster pays an additional 3%, where X is the number of verse counters on Lilting Refrain. Play

this ability as an interrupt.	US
Lingering Mirage EL	۲
Enchanted land is an island. Cycling 🐲.	US
Lord of Atlantis Su Lord 2/2	
All Merfolk get +1/+1 and gain islandwalk. • See	
Zombie Master for related rulings.	5E

Magical Hack Intr Permanently change the text of target permanent or spell by replacing all instances of one basic land type with of replaning an instances of one basic ending "swampwalk" to "plainswalk." If this spell targets a permanent, play it as an instant.) • Because Magical Hack targets spells only when played as an interrupt and permanents only when played as an instant, it can't be Deflected from one type of target to the other. • When you play the spell, you choose two different basic land words; when this effect resolves, each instance of the first land

word is channed to the second. Thus, if someone responds with another spell or ability that edits the text such that the first land word no longer appears on the card when this effect resolves, this effect will do nothing Note that card names are never "land words" or "color words" so may not be edited. • This spell simply targets spells and permanents, not spells or permanents contain ing a land word. So, you can target a spell or permanent with no basic land words in its text. • There are only five basic land types: plains, island, swamp, mountain, and forest. This spell cannot add or delete the term "snow-

5F covered Magus of the UnseenSu Wizard 1/1 19 (A) 1 🔹, 👁: Untap target artifact an opponent controls and gain control of it until end of turn. That artifact is unaffected by summoning sickness this turn. Tap artifact if you lose control of it at end of this turn. • This ability targets any artifact, so it will affect untapped artifacts normally. • The artifact becomes tapped if, and after, you lose control of it at end of turn. If you don't actually lose control of the artifact (for example, if the Magus's control effect is overridden by a later effect), the artifact doesn't become tapped. • The artifact is unaffected by summoning sickness this turn, even if it isn't a creature when you gain control of it. 5E Mana Breach Ench 2.4 Whenever any player plays a spell, that player returns a land he or she controls to owner's hand. EX Mana Leak Intr 1 6 Counter target spell unless its caster pays an additional SH Mana Severance Sorc 1 4 Search your library for any number of land cards and remove them from the game. Shuffle your library after-wards. Manta Riders Su Merfolk 1/1 * TE Manta Riders gains flying until end of turn. Mask of the Mimic Inst Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle you SH library afterwards. Mawcor Su Beast 3/3 3.44 Flying. @: Mawcor deals 1 damage to target creature TE or player Meditate Inst 24 Skip your next turn: Draw four cards. TE Memory Lapse Memory Lapse Counter target spell but put it on top of owner's library 5E 1. instead of in his or her graveyard. Merfolk Looter Su Merfolk 1/1

. Draw a card, then choose and discard a card. EX Merfolk of the Pearl Trident Su Merfolk 1/1 6E

Sore

103

Mind Bomb

Mind Bomb deals 3 damage to each player. Each player may choose and discard up to three cards to prevent an equal amount of damage to him or her from Mind Bomb. • This effect doesn't force anyone to discard, but simply provides an additional means of preventing the damage at the cost of discarding a card. Thus, the discards are considered to be voluntary. 5E

EC - Enchant Creature Intr - Interrupt

5E - Fifth Edition TE - Tempest

US - Urza's Saga

SH - Stronghold

EX - Exodus

UL - Urza's Legacy

GUIDE S RACLE PLAYER

Inst

3 .

Ray of Command Mind Games Inst Untap target creature an opponent controls and gain Buyback 2 . Tap target artifact, creature, or land. SH Mind Over Matter Ench 26866 Choose and discard a card: Tap or untap target artifact creature, or land. FX Mirozel Su Illusion 2/3 34 Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand. FX Miscalculation Intr Nº CE Counter target spell unless its caster pays an additional 2. Cycling 2 UL **Mnemonic Sliver** Su Sliver 2/2 Each Sliver gains " 2 , Sacrifice this creature: Draw a card."TE Morphling Su Shapeshifter 3/3 324 🔹 : Untap Morphling, 🐞 : Morphling gains flying until end of turn. . . Morphling cannot be the target of spells or abilities until end of turn. Morphling gets +1/-1 until end of turn. 🚯 : Morphling gets -1/+1 until US end of turn **Dath of Scholars** Ench 34 During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may dis card his or her hand and draw three cards EX Opportunity Inst HI. get player draws four cards. Palinchron Su Illusion 4/5 5 4 4 Flying. When Palinchron comes into play, if you've played Palinchron from your hand, untap up to seven lands. 2 * * : Return Palinchron to owner's hand. See Cloud of Fairies for related rulings UL **Pendrell Drake** Su Drake 2/3 Flying. Cycling 🗶. IIS **Pendrell Flux** EC 1.6 Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it." Peregrine Drake Peregrine Drake Su Drake 2/3 played Peregrine Drake from your hand, untap up to five lands. US Phantasmal ForcesSu Phantasm 4/1 3 . Flying. During your upkeep, pay 🕷 or sacrifice 5E Phantasmal Forces **Phantasmal Terrain** EL . Enchanted land is a basic land type of your choice. You may choose only one of the five basic land types: plains, island, swamp, mountain, or forest. Also, you choose the land type as you play Phantasmal Terrain, not when it comes into play. 5E Phantom MonsterSu Phantasm 3/3 3.4 5E Flying Pirate Ship Su Ship 4/3 Islandhome. I Pirate Ship deals 1 damage to target 彩彩 creature or player. 5E Portent Sorc Look at the top three cards of target player's library, then shuffle that library or put those three cards back on top of it in any order. Draw a card at the beginning of the next turn. • If the target player's library has fewer than three cards, you simply look at what's left and choose whether to order those cards or to shuffle them. 5E **Power Sink** * Intr Counter target spell unless that spell's caster pays an additional 🕸. If he or she does not, tap all manaproducing lands that player controls and remove all mana from his or her mana pool. • See Drain Power for rulings related to forcing lands to be tapped for mana. Power Sink lanores lands whose mana can't be used to pay for Power Sink, such as Mishra's Workshop, and 5E.TE.US lands that can't produce mana at all. **Power Taint** ΕE t 🔅 During the upkeep of enchanted enchantment's controlle US that player pays 2 or loses 2 life. Cycling 2. Precognition Ench During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library. TE Prodinal Sorgerer Su Wizard 1/1 12 64 . Prodigal Sorcerer deals 1 damage to target crea-5F ture or player Propaganda Ench 2 8 Each turn, each creature cannot attack you unless its TE controller pays an additional @ for that creature. **Psychic Venom** FL 1 1 Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller. 5E Ransack Sorc 3 4 Look at the top five cards of target player's library. Put any number of those cards on the bottom of that playlibrary in any order and the rest on top of the play er's library in any order. SH **Raven Familiar** Su Bird 1/2 12.4 Flying; Echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of

Title

control of it until end of turn. That creature is unaf-fected by summoning sickness this turn. If you lose control of the creature at end of this turn, tap it. • Ray of Command targets a creature, not a tapped creature, so it may steal a creature that's already untapped. • The creature becomes tapped only if you lose control of it at end of turn. It becomes tapped after you lose control of it and will have summoning sickness at 5E that point. Rehnund Intr 1 . Target spell, which targets only a single player, targets SH another player of your choice instead. Rebuild Inst 2 6 Return all artifacts to owners' hands. Cycling 🖉 Rebuild only returns artifacts in play to their owner's hands. Artifacts that are out of play or in any graveyard do not return to their owner's hands. UL Recall Sorc XX 👔 Choose and discard X cards: Return X target cards in your graveyard to your hand. Remove Recall from the game. • Fizzling against one target doesn't cause other parts of the effect to fail, but fizzling against all targets does cause the nontargeted parts to fail. If some of Recall's targets are missing when it resolves, the rest are returned to your hand and Recall is removed from the game, but if all of them are missing, Recall isn't removed from the game. 5E Recantation Ench 344 During your upkeep, you may put a verse counter on Recantation. (*), Sacrifice Recantation: Return up to X target permanents to owner's hand, where X is the llS number of verse counters on Recantation. Reef Pirates Su Ships 2/2 12.4 If Reef Pirates damages any opponent, put the top card of that player's library into his or her graveyard. 5F **Reins of Power** Inst 2 6 6 You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this SH turn. **Remove Soul** C C Intr Counter target summon spell. • Artifact creature spells aren't summon spells, so Remove Soul can't target 5E Rescind Inst 1. . . Return target permanent to owner's hand. Cycling US Rewind Intr 266 Counter target spell. Untan up to four lands. . See Cloud of Fairies for related rulings. US **Bohe of Mirrors** FC 1 Enchanted creature cannot be the target of spells or EX abilities. Rootwater Diver Su Merfolk 1/1 Sacrifice Rootwater Diver: Return target artifact TE card from your graveyard to your hand. Rootwater Hunter Su Merfolk 1/1 2 1 S: Rootwater Hunter deals 1 damage to target crea-TE ture or player. Rootwater MatriarchSu Merfolk 2/3 2 6 6 P: Gain control of target creature as long as that creature has any enchantments on it. TE Rootwater Mystic Su Merfolk 1/1 1 . Look at the top card of target player's library. EX Rootwater Shaman Su Merfolk 2/2 28 You may play creature enchantments whenever you TE could play instants. Sandbar Merfolk Su Merfolk 1/1 () US Cyclina 🖉 Sandbar Serpent Su Serpent 3/4 44 Cycling 2 US School of Piranha Su Fish 3/3 3. During your upkeep, pay 1 🌒 or sacrifice School of EX Piranha. Scrivener Su Townsfolk 2/2 14 1 When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your EX hand. Sea Monster Su Serpent 6/6 4. . . Sea Monster cannot attack unless defending player controls any islands. TF Sea Serpent Su Serpent 5/55 1 Islandhome 5E Sea Spirit Su Spirit 2/3 4 🔹 5E Sea Spirit gets +1/+0 until end of turn. Sea Sprite Su Færie 1/1 1 🔹 5E Flying, protection from red. Seasinger Su Merfolk 0/1 金金金 If you control no islands, sacrifice Seasinger. You may choose not to untap Seasinger during your untap phase. C: Gain control of target creature whose controller controls any islands as long as you control Seasinger

and Seasinger remains tapped.

UL

Second Chance Telepathy Ench 2.4 During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one. UL revealed Segovian LeviathanSu Leviathan 3/3 4 % Islandwalk 5E **Shadow Rift** Inst . Target creature gains shadow until end of turn. Draw a ŤĒ card **Shimmering Wings** FC ÷ Enchanted creature gains flying. *: Return Shimmering Wings to owner's hand. ŤĒ Show and Tell Sorc 2 6 Each player may choose an artifact, creature, enchantment, or land card in his or her hand and put that permanent into play. lis Sibilant Spirit 5 1 Sibilant Spirit SU Spirit 370 Flying. If Sibilant Spirit attacks, defending player may 5E Su Spirit 5/6 draw a card. library. Sift Sorc Draw three cards, then choose and discard a card. SH Silver Wyvern Su Drake 4/3 3 Flying, A : Target spell or ability, which targets only 344 Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. SH Skyshroud Condor Su Bird 2/2 1. 4 Flying. You cannot play Skyshroud Condor unless you have successfully cast another spell this turn. Shadow. TE Sleight of Mind Intr draw a card Change the text of target permanent or spell by replac-Inlange the text of target permanent of spen by teplac-ing all instances of one color word with another. (For example, you may change "nongreen creature" to "nonred creature." If this spell targets a permanent, play it as an instant). See Magical Hack for related rulings. • There are only five color words: white, blue, black, red. Tidal Surpe and green, "Colorless" isn't a color word. 5E **Slow Motion** EC 2 During the upkeep of enchanted creature's controller, Time Ebb that player pays 2 or sacrifices that creature. When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand. . This ability does not add an upkeep cost to the creature's text. You may use that creature's abilities before paying 2, because it is not an upkeep cost of the creature. 111 Snap Inst 1000 Return target creature to owner's hand. Untap up to two lands. . See Cloud of Faeries for related rulings. UL Somnophore end of combat. Su Illusion 2/2 Flying. Whenever Somnophore successfully deals damage **Time Spiral** to a player, tap target creature that player controls. That creature does not untap during its controller's untap phas as long as Somnophore remains in play. lis Ench Soul Barrier 2 🕷 Whenever target opponent successfully casts a sum-**Time Warp** mon spell, Soul Barrier deals 2 damage to him or her That player may pay 2 to prevent this damage. • This effect doesn't trigger until the summon spell is suc-Tinker cessfully cast. Creatures put directly into play won't 5E trigger Soul Barrier. Spell Blast intr Counter target spell with total casting cost equal to 3%. 5E,TE Spindrift Drake Su Drake 2/1 Flying. During your upkeep, pay 🕷 or sacrifice Spindrift Drake. SH Spire Owl Su Bird 1/1 1 1 Flying. When Spire Owl comes into play, look at the top four cards of your library and put them back in any US Turnabout order. Stasis Ench 12 🗯 player controls. Each player skips his or her untap phase. During your Twiddle upkeep, pay * or sacrifice Stasis. • Phasing occurs at the beginning of untap, so Stasis will shut down the phasing ability and stop anything that's phased out from phasing back in. A creature that's phased out doesn't stay phased out forever but phases back in the next 5E time its controller gets an untap phase. Steal Artifact F۵ 12 14 4 Gain control of enchanted artifact. . You gain control of the artifact only as long as Steal Artifact is on it. This can be overridden normally by subsequent control effects. 5E **Steal Enchantment** FF Twitch Gain control of enchanted enchantment. ΤE Stern Proctor Su Wizard 1/2 ** card. When Stern Proctor comes into play, return target artifact or enchantment to owner's hand. US **Stinging Licid** Su Licid 1/1 3.18 1 . , O: Stinging Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of any other type of permanent. Move Stinging Licid onto target creature. You Unsummon may pay 🕷 to end this effect. •See Transmogrifying TE Licid for related rulings. Undraft Stroke of Genius Inst × 2 4 US Target player draws X cards. 3 🔹 🛦 US Sunder Inst Return all lands to owners' hands.

Ench Each of your opponents plays with his or her hand ils Thalakos Deceiver Su Wizard 1/1 Shadow. Sacrifice Thalakos Deceiver: Gain control of target creature permanently. Use this ability only if SH Thalakos Deceiver is attacking and unblocked. Thalakos DreamsowerSu Wizard 1/1 2 6 Shadow. You may choose not to untap Thalakos Dreamsower during your untap phase. If Thalakos Dreamsower damages any opponent, tap target creature. As long as Thalakos Dreamsower remains tapped, that creature does not untap during its controller's untap phase. TE Thalakos Drifters Su Townsfolk 3/3 2.4.4 Choose and discard a card: Thalakos Drifters gains FX shadow uptil end of turn. Thalakos Mistfolk Su Illusion 2/1 2% Shadow. . Put Thalakos Mistfolk on top of owner's TE **Thalakos Scout** Su Soldier 2/1 2.4 Shadow. Choose and discard a card: Return Thalakos FX Scout to owner's hand. **Thalakos Seer** Su Wizard 1/1 Shadow. If Thalakos Seer leaves play, draw a card. TE Thalakos Sentry Su Soldier 1/2 1 · · Theft of Dreams Sorc 24 For each tapped creature target opponent controls, EX Thornwind FaeriesSu Faeries 1/1 1. 16 16 Flying, G: Thornwind Faeries deals 1 damage to target creature or player. IR. Sorc 1 Tap up to three target creatures without flying. SH **Tidal Warrior** Su Merfolk 1/1 œ Target land is an island until end of turn. SH Sorc 2 4 Put target creature on top of owner's library. TF. Time Elemental Su Elemental 0/2 24 If Time Elemental attacks or blocks, it deals 5 damage to you and is sacrificed at end of combat. 2 *** ***, Return target permanent with no enchantments on it to owner's hand. • The first ability is played in its entirety at end of combat, rather than one part of it ("deals 5 damage to you") being played immediately and the other part ("is sacrificed") being played at 5E Sorc ** Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then ws seven cards. You untap up to six lands. • See Cloud IIS of Fairies for related rulings. Sore 3 🔹 🏟 TE Target player takes an extra turn after this one. Sorc 24 At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play. Shuffle your library afterward. UL **Tolarian Winds** Inst Discard your hand, then draw that many cards. US **Tradewind Rider** 3 1 Su Spirit 1/4 Flying. In Tap two creatures you control: Return ta rget TE permanent to owner's hand. Treasure Trove Ench 24 é EX 2 🐞 🐞 : Draw a card. Inst (2) (2) (2) Tap or untap all artifacts, creatures, or lands target **US** Inst Tap or untap target artifact, creature, or land. • Twiddle doesn't prevent the target's controller from using the target; it forces him or her to use the target now, or not at all. • Abilities that trigger when the target becomes tapped (or untapped) trigger normally. • This is a modal spell that's played either to tap or to untap its target; it doesn't simply toggle the target when it resolves. It can be Deflected from one type of perma nent to another, but that won't change whether the tar get is to be tapped or untapped. 5F 2.6 Inst Tap or untap target artifact, creature, or land. Draw a TE **Unstable Mutation** Enchanted creature gets +3/+3. During its controller's upkeep, put a -1/-1 counter on enchanted creature. 5E Unstable Shapeshifter Su Shapeshifter 0/1 Whenever any creature card or creature token comes into play, Unstable Shapeshifter becomes a copy of that card or token and gains this ability. TE inst 5E Return target creature to owner's hand. fanl 1200 Target creature gains flying until end of turn. Draw a card at the beginning of the next turn. • You get the card even if the targeted creature already has flying. **5E**

P/T Туре

your library in any order.

them into your hand and the rest on the bottom of

5E

Ench - Enchantment

Inst - Instant

1100	the mu dom	11111	allow and	0031	-1100	tipe to	a and
Veil of Birds E	inch 🔹	Winged Sliver	Su Sliver 1/1	1.4	Gain 4 life."		SH
When one of your opponents su	ccessfully casts a spell,	All Slivers gain flying.		TE	Wood Sage	Su Druid 1/	
if Veil of Birds is an enchantmer a 1/1 creature with flying that c		Wizard Mentor	Su Wizard 2/2	2 🕯	Name a creature card your library to all players.		
Birds is triggered by the succes	ssful casting of any	 Return Wizard Men trol to owner's hand. 	tor and target creatu	re you con- US	named card, put them into		
spell by an opponent. Disencha	nt may successfully tar-	Zephid	Su Illusion 3/4	4.6.6	your graveyard.		TE
get Veil of Birds, but before Dis the enchantment would be des	senchant resolves and	Flying. Zephid cannot b			0.0		
an enchantment and becomes				US	lik	EEN	
Veiled Apparition E	inch 🛛 🗊 🕷	Zephid's Embrace		200			
When one of your opponents su	ccessfully casts a spell,	Enchanted creature get not be the target of spe		l, anu can-	Abundance	Ench	2
if Veiled Apparition is an enchan becomes a 3/3 creature with fly		Zephyr Falcon	Su Falcon 1/1	1 1	Instead of drawing a card, land and reveal cards fron		
upkeep, pay 1 🐞 or sacrifice V	/eiled Apparition" and	Flying. Attacking does not		to tap. 5E	a card of the chosen kind.	Put that card in	nto your hand
that counts as an Illusion. •See rulings.	Veil of Birds for related US	Zur's Weirding	Ench	34	and put all other revealed	cards on the bo	
Martine I. One and Martine and	nch 26	Players play with their l player draws a card, an			library in any order. Acridian	Su Insect 2/-	US
When a player has no cards in h	and, if Veiled Crocodile is	force the drawing playe	r to discard that card	1, • This	Echo,	ou macut <i>en</i>	US
an enchantment, Veiled Crocodile		ability will trigger durin will be played right afte	g each card-drawing	event and	Albino Troll	Su Troll 3/	3
ture that counts as a Crocodile. "awaken" if any player's hand it		often will be played in t	the middle of an effec	ct's overall	Echo, 1 🐟: Regenerate A		US
momentarily, such as while res	olving Scroll Rack's	resolution, between sep	arate events of that i	resolution.	Aluren Any player may play a cre	Ench	2 C
ability if a player exchanges the Crocodile does not become a c		 This is a forced discar forth apply. 	a, so library of leng	and so 5E	cost 3 or less whenever h	e or she could p	play an instant
the event that empties that pla	yer's hand resolves	470%	A State of States		and without paying its cas		TE
completely.	US	6				Su Snake 3/	3 3 👁 US
Veiled Sentry E When one of your opponents su	nch 🛞	A Basel Faces in 1	and the second s		Swampwalk. An-Havva ConstableSu	Canatable 9/	
spell, if Veiled Sentry is an encl		Acidic Sliver	Su Sliver 2/2		An-Havva Constable has to		
becomes a creature with power	r and toughness each	Each Sliver gains "@, S			number of green creatures		5E
equal to the total casting cost of counts as an Illusion. •See Veil	of that spell and that	ture deals 2 damage to t Crystalline Sliver			Apes of Rath	Su Apes 5/	
rulings.	US	Slivers cannot be the	target of spells or al	bili-	If Apes of Rath attacks, it	next untap	ap phase. TE
	nch 🧟 🕷	ties.	S		r Jaint 🔪 🚺		ap priceor i a
When one of your opponents su if Veiled Serpent is an enchanter					AN ES KA		
becomes a 4/4 creature that ca	nnot attack unless	Style File	C		A LA		
defending player controls an isla		,			The second of the	a second a second a second a second a second a second a second a second a second a second a second a second a s	And the second sec
a Serpent. Cycling 2. •See Veil rulings.	US		zed by a time stabil		AND ALL PROPERTY		
Vigilant Drake Su Dr			by a maze of tube		Supering States	A CONTRACTOR	a special film
Flying, 🛽 🕷 : Untap Vigilant Dr	ake. UL	winding throughout	t the armor. If the li	iq- 📉	A COMPANY SEA	2018191	
Vodalian Soldiers Su Mer		uid were too freefle	owing, the wearer o	t .	N AUDRA	. A Marchine	
Voirath's Curse	EC 5E	the suit would free	ze where he or	040		A. Carlot and	
Enchanted creature cannot attac		she stood in time."	·	A Mar		A MARINE	
ability requiring an activation co	st. That creature's con-	– Urza's Legacy S	Style Guide		NUTSTA AL	Kith Bring	
troller may sacrifice a permaner until end of turn. 1 🕷 : Return	it to ignore this ability Volrath's Curse to		6		Carlo Carlo Carlo	tuntap di	get opponent uring his or
owner's hand.	TE		(STITE A	and A		Rihough he	a been in the
Volrath's Shapeshifter Su Sh	apeshifter 0/1 🛛 🕸 🎕			P	SPel 36	Propon h	13 roturn, he
As long as the top card of your card, Volrath's Shapeshifter is a	graveyard is a creature		AN AN AN AN AN AN AN AN AN AN AN AN AN A			the Parent.	And the second second
this ability and the ability "@: (Choose and discard a				and the second second second second second second second second second second second second second second second	a grant	
card" added to it. Any undefined	characteristics are not	Flying, When you play [Shapeshifter	*/* 🔊 🍘		Su Elf	2/2 3.
copied. 2: Choose and discard a Walking Dream Su Illus		ber of creatures. Draco	plasm comes into play	y with	©: Untap two target land	AL AL	US
Walking Dream is unblockable.		power equal to the tota tures and toughness eq			Argothian Enchantres Argothian Enchantress can		
untap during your untap phase i		those creatures. @: Dra) until end	abilities. Whenever you su		an enchant-
two or more creatures.	SH	of turn.		TE	ment spell, draw a card.	0.0.04	US
Walking Sponge Su Spon Carget creature loses flying,		Hibernation Sliver Each Sliver gains "201		۰	Argothian Swine Trample.	Su Boars 3/3	3 3 👁 US
until end of turn. • Walking Spor	nge can remove only one	owner's hand."	ay z me: Return this			Su Wurm 6/I	
ability. If the target has any con		Lobotomy	Sor	2.0.0	Trample. When Argothian	Nurm comes int	to play, any
strike, and trample, Walking Spu es which one of these abilities t		Look at target player's l cards other than a basi		of those	player may sacrifice a land top of owner's library.	a to put Argothia	an Wurm on US
Wall of Air Su V		graveyard, hand, and lib			Aspect of Wolf	EC	æ.
Flying.	5E	card and remove them	from the game. That	player	Enchanted creature gets +	•*/+*, where *	is equal to
Wall of Tears Su V		shuffles his or her librar		TE	half the number of forests for power and up for toug		
If Wall of Tears blocks any creat those creatures to owner's hand	at end of combat. SH	Ranger en-Vec First strike Regene	Su Soldier 2/2 rate Ranger <i>en</i> -Vec.	* 🗭 🗊 TE	the card text refers to the	controller of the	e enchant-
Wayward Soul Su Su	pirit 3/2 🛛 👁 🐞	Segmented Wurm		300	ment, who isn't necessaril		of the
Flying, 🔹: Put Wayward Soul of		Whenever Segmented V	Vurm is the target of	a spell or	enchanted creature. Aurochs Si	Aurochs 2/3	5E
Weatherseed Faeries Su Fae	ries 2/1 🐲 👁	ability, put a -1/-1 coun ia. Dark Angel		E la	Trample. If Aurochs attack	s, it gets +1/+0) until end of
Flying, protection from red.	UL	Flying, Selenia, Dark An	Su Legend 3/3 get counts as an Anor		turn for each other Auroch		-
	Inst 🐞	life: Return Selenia to o		TE	Avenging Druid	Su Druid 1/3	
Buyback 2. Change the text of		Sky Spirit	Su Spirit 2/2	**	If Avenging Druid damages reveal cards from your libr		
replacing all instances of one co type with another until end of tu		Flying, first strike. Sliver Queen	Quilanand 7/7 str	IE	card. Put that land into pla		ther revealed
for related rulings.	TE	Sliver Queen counts as a	Su Legend - 7/7 🗰 a Sliver, 🎕 : Put a Sliv		cards into your graveyard.	Task	EX
Whiptongue Frog Su F		into play. Treat this toke	n as a 1/1 colorless c	Paratura CU	Awakening At the beginning of each p	Ench laver's upkeep.	antap ali
Whiptongue Frog gains flying Whippone of the Muse		Soltari Guerrillas		2 🖗 米	creatures and lands.	. Jer a abroopt	SH
Whispers of the Muse Buyback (5), Draw a card.	Inst 🐞 TE	Shadow. If Soltari Guerr any opponent, you may		to toward		Su Insect 1/	
Wind Dancer Su Fa		creature.	- an ees onar durndyd	TE	Flying, swampwalk.	EC	TE
Flying. 👁: Target creature gains	s flying until end of turn.	Spined Sliver	Su Sliver 2/2		Bequeathal If enchanted creature is pr	EC ut into any grave	evard. draw
Wind Droke	TE	If any Sliver is blocked, for each creature blocki			two cards.		EX
Wind Drake Su Dr Flying,	ake 2/2 2 TE		ustion Inst	1.22	Birds of ParadiseSu M		
Wind Spirit Su Sp	pirit 3/2 4 🕷	Sacrifice a creature: Sp	ontaneous Combustio	on deals 3	Flying. 🗇: Add one mana pool. Play this ability as a	or any color to j mana source	your mana 5E
Flying. Wind Spirit cannot be blo	ocked by only one crea-	damage to each creatur		TE	Blanchwood Armor	EC	2.
ture. Windfall S	- 5E	Vhati //-Dal ©: Target creature's po	Su Legend 3/3		Enchanted creature gets +		is the number
Each player discards his or her l	orc @ *	of turn.	more or conditioners is	Tunur end	of forests you control.	T. (.8. 1.8	US
equal to the greatest number a	player discarded this	Victual Sliver	Su Sliver 2/2	**	Blanchwood Treefolks	u Treefolk 4/	5 4 👁
way. •See Banned & Restricted	p. 113. US	Each Sliver gains " 🕸 ,	Sacrifice this creatu	ure:			90
						1998	

Bloated Toad Protection from blue.	Su Toad	2/2	2 👁 UL
Broken Fall Return Broken Fall to	Ench owner's hand: H	Regenera	
creature. Bull Hippo Islandwalk.	Su Hippo	3/3	3 🏶 US
Burgeoning Whenever any oppone			choose a
land card from your t Canopy Spider	Su Spider	1/3	SH
Canopy Spider can bl Carapace Enchanted creature g	EC		
Regenerate enchante			5E
Trample. 1 . Rege Carpet of Flowe	nerate Carnassic rs Ench	ł.	SH
During your main pha one color to your mai islands target oppone	na pool, where X		
Cartographer When Cartographer c	Su Townsfolk omes into play, y	2/2 /ou may i	2 👁
get land card from yo Cat Warriors S Forestwalk.	iur graveyard to	your han 2/2	d. EX
Cave Tiger Whenever a creature	Su Cat blocks it. Cave		2.
until end of turn. Charging Rhino	Su Rhino	4/4	US 300
Charging Rhino canno creature.			TE
Child of Gaea Trample. During your Child of Gaea. 1	upkeep, pay 👁	🕏 or sac	
Choke Islands do not unta	Ench		a 🐑 untap
phases. Chub Toad If Chub Toad blocks	Su Toad	1/1	2 🗭
end of turn. Citanul Centau		6/3	5E
Echo. Citanul Centau abilities.		-	US
Citanul Hierophar Each creature you co mana pool. Play this	ntrol gains "@:	3/2 Add 🌨 1 a source."	o your
Cockatrice Flying. If Cockatrice b	Su Cockatrice locks or is blocks	2/4 ed by any	on-Wall
creature, destroy that can play triggered ab- after the ability trigge	ilities even if the	source le	aves play
the Cockatrice once in creature scheduled to creature doesn't canc	ts ability has trig be destroyed.	gered wo Regenera	n't save a ting a
apply to it, so a creat damage would still be	ure that regenerated destroyed, thou	ates from gh it coul	combat Id regener-
ate again. • This ability protection from green Constant Mists			s such as 5E
Buyback-Sacrifice a damage this turn.		deal no c	
Cradle Guard Trample, echo.	Su Treefalk		1
Crashing Boars If Crashing Boars atta untapped creature he			
blocks Crashing Boar Craw Giant		8.	EX
Trample, rampage: 2. Craw Wurm	Su Wurm	6/4	5E
Crazed Armador . Crazed Armadon		3/3 dains tri	2
until end of turn. At e Armadon. Use this ab	ind of turn, dest ility only once e	roy Craze	d TE
Crop Rotation At the time you play Search your library fi			
into play. Shuffle you Crossbow Ambu	r library afterwa		UL.
All creatures you com until end of turn.		eatures v	SH
Crosswinds All creatures with flyi Crumble			US
Destroy target artifact. amount of life equal to	its total casting	cost. Crea	atures
destroyed this way car Darkwatch Elve	nnot regenerate t S Su Elves		5E
Protection from black Defense of the During your unkeep	Heart Ench	nnnente	
During your upkeep, three or more creatu			

Cost

Type P/T

Cost Title

EC - Enchant Creature 5E - Fifth Edition Intr - Interrupt TE - Tempest

SH - Stronghold EX - Exodus

US - Urza's Saga UL - Urza's Legacy

S GUIDE

Cost Heart, search your library for up to two creature cards, and put those creatures into play. Shuffle your library **ÚL** afterward. **Deranged Hermit** Su Elf 1/1 Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All Squirrels get +1/+1. UL **Desert Twister** Serc Destroy target permanent. 5F **Dirtcowl Wurm** Su Wurm 3/4 Whenever any opponent plays a land, put a +1/+1 counter on Dirtcowl Wurm. TE **Durkwood Boars** Su Boars 4/4 4 🌪 5E Farthcraft Ench 8. Tap an untapped creature you control: Untap target basic land. TF Eladamri, Lord of Leaves Su Legend 2/2 . All Elves gain forestwalk. Elves cannot be the target of TE spells or abilities. Eladamri's Vineyard Ench At the beginning of each player's main phase, add ۲ TE 👁 👁 to that player's mana pool. **Elder Druid** Su Cleric 2/2 3 €, ♀ Tap or untap target artifact, creature, or land.5E Elven Palisade Ench . Sacrifice a forest: Target attacking creature gets EX -3/-0 until end of turn. **Elven Riders** 3/3 Su Riders 3.00 Elven Riders cannot be blocked except by Walls or creatures with flying. 5E Elven Rite 1. Sorc Put two +1/+1 counters, distributed any way you SH choose, on any number of target creatures. Elven Warhounds Su Hounds 2/2 3 1 If Elven Warhounds is blocked by any creature, put that creature on top of owner's library. TE **Elvish Archers** Su Elves 1. 2/1 5E First strike. **Elvish Berserker** Su Elf 1/1 For each creature that blocks it, Elvish Berserker gets FX +1/+1 until end of turn. **Elvish Fury** Inst Buyback 4. Target creature gets +2/+2 until end of turn.TE Elvish Herder St Elf 1/1 Target creature gains trample until end of turn. US **Elvish Lyrist** SU Elf 1/1 •, & , Sacrifice Elvish Lyrist: Destroy target enchantment. Su Elf 1/1 **IIS** Endangered ArmodonSu Elephant 4/5 2.... If you control any creature with toughness 2 or less, sacrifice Endangered Armodon. SH **Endless Wurm** Su Wurm 9/9 3.... Trample. During your upkeep, sacrifice an enchantment or sacrifice Endless Wurm. US Exploration Ench You may play an additional land each turn. US Fecundity Ench 2. Fecundity Ellon Whenever a creature is put into a graveyard from play, Whenever a creature may draw a card. US that creature's controller may draw a card. **Fertile Ground** EL 1. Whenever enchanted land is tapped for mana, it produces an additional one mana of any color. US Flailing Drake Su Drake 2/3 3 Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn.TE Fog Inst . 5E Creatures deal no combat damage this turn. Force of Nature Su Force 8/8 2 Trample. During your upkeep, pay 👁 👁 👁 or Force of Nature deals & damage to you. • You aren't required to pay this upkeep cost. If you decline to do so, the resulting damage can be prevented or redirected normally 5F Fortitude EC 19 **(B**) When Fortitude is put into a graveyard from play, return Fortitude to owner's hand. Sacrifice a forest: us Regenerate enchanted creature. Foxfire 2. Untap target attacking creature. That creature neither deals nor receives combat damage this turn. Draw a card at the beginning of the next turn. 5E Frog Tongue FC When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying. Fugitive Druid Su Druid 3/2 TE 3. Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. TF Funnusaur Su Fungusaur 2/2 3. At the end of any turn in which Fungusaur was dam-aged, put a +1/+1 counter on it. *«If Fungusaur suf-fers damage and then regenerates, it still gets its* counter, as it was damaged but not put into any graveyard.

Fyndhorn Elder Su Elf 1/1 🔄: Add 👁 👁 to your mana pool. Play this ability as a 5E mana source. Н **Gaea's Bounty** Sore 0.0 Search your library for up to two forest cards, reveal them, and put them into your hand. Shuffle your library IIS afterward. Gaea's Embrace EC 2.... Enchanted creature gets +3/+3 and gains trample. **US** Gang of Elk Su Beasts 5/4 5.0 Whenever a creature blocks it, Gang of Elk gets +2/+2 until end of turn. III. Ghazban Ogre Su Ogre 2/2 ۰ During your upkeep, if a player has more life than any other, he or she gains control of Ghazban Ogre. • This ability is played as an instant, doesn't count life totals until it resolves, and overrides previous control effects. • If there's a tie for highest life total when the effect resolves, the Ogre's controller doesn't change. 5F **Giant Growth** Inst Target creature gets +3/+3 until end of turn. 5Ē Giant Spider Su Spider 2/4 3 🗣 Giant Spider can block creatures with flying. 5F **Gorilla Warrior** Su Ape 3/2 2. US **Greater Good** Ench 2 . Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then choose and discard three cards. US **Greener Pastures** Ench 2. During each player's upkeep, if that player controls token into play under his or her control. Treat this token as a 1/1 green creature. **Grizzly Bears** Su Bears 2/2 1. 5E Harmonic Convergence Inst 2 🕷 Return all enchantments to top of owners' libraries. UL Harrow 2 🗭 Inst Sacrifice a land: Search your library for up to two basic land cards and put those lands into play. Shuffle your TE library afterwards. Hawkeater Moth Su Insect 1/2 3 . Flying. Hawkeater Moth cannot be the target of spells or abilities. IIS Heartwood Dryad Su Dryad 2/1 1 🖷 Heartwood Dryad can block creatures with shadow. TE Heartwood Giant Su Giant 4/4 Sacrifice a forest: Heartwood Giant deals 2 damage
 TE 3 ... to target player. Heartwood Treefolk Su Treefolk 3/4 2.... Forestwalk. Hermit Druid Su Dmid 1/1 1.00 . S: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your gravevard. SH **Hidden Ancients** 1 4 Ench When one of your opponents successfully casts an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 creature that 115 counts as a Treefolk. Hidden Gibbons Ench When one of your opponents successfully casts an instant or interrunt snell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 creature ш that counts as an Ape Hidden Guerrillas Ench When one of your opponents successfully casts an arti-fact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 creature with trample and that counts as a Soldier. US Hidden Herd Ench When one of your opponents plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 creature that counts as a Beast. 115 Hidden Predators Ench When one of your opponents controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 creature that . US counts as a Beast. Hidden Spider Ench When one of your opponents successfully casts a crea-When one of your opportent sources only clease a vice ture with Hying, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 creature that can block creatures with flying and that counts as a Spider. IIS Hidden Stag Ench I @ Whenever one of your opponents plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 creature that counts as a Beast. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag become an enchantment. US **Horned Sliver** Su Sliver 2/2 2. ŤĚ All Slivers gain trample. **Hungry Mist** Su Mist 6/2 2....

uring your upkeep, pay 🌨 or bury Hungry Mist. 5E	Might of Oaks inst 3 * Target creature gets +7/+7 until end of turn. UL
urricane Sorc & urricane deals X damage to each creature with flying nd each player. SE	Mirri, Cat Warrior Su Legend 2/3 Image Strike;
ush Sorc 3 👁	forestwalk. Attacking does not cause Mirri to tap. EX
estroy all enchantments. Cycling 26. US	Mirri's Guile Ench During your upkeep, you may look at the top three cards
nchanted creature is unaffected by summoning sickness.	of your library and put them back in any order.
: Untap enchanted creature. Use this ability only during	Mongrel Pack Su Hounds 4/1 30
pur turn and only once each turn. •Instill Energy's ability played as an instant, not as an interrupt, so it can't be	If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat
sed during the casting of a spell or ability. Untapping the	these tokens as 1/1 green creatures. TE
nchanted creature is an ability of the enchantment, not In ability granted to the creature, so it's the controller of	Reveal the top four cards of your library to all players.
e enchantment who plays the ability. 5E	Put any of those cards that are lands into your hand
ronroot Treefolk Su Treefolk 3/5 3E	and the rest into your graveyard. SH
ackalope Herd Su Beasts 4/5 3 👁	Multani, Maro-Sorcerer Su Legend */* 4 ** Multani, Maro-Sorcerer has power and toughness each
you play any spell, return Jackalope Herd to owner's end.	equal to the total number of cards in all players' hands.
and. EX ohtuil Wurm Su Wurm 6/6 5 👁	Multani cannot be the target of spells or abilities. UL Multani's Acolyte Su Elf 2/1
or each creature assigned to block it beyond the first,	Echo. When Multani's Acolyte comes into play, draw a
ohtuil Wurm gets -2/-1 until end of turn. 5E eeper of the BeastsSu Wizard 1/2	card. UL
, 📀: Put a Beast token into play. Treat this token as	Multani's Presence Ench Whenever a spell you play is countered, draw a card. UL
2/2 green creature. Play this ability only if target opponent controls more creatures than you. EX	Muscle Sliver Su Sliver 1/1 & @
iller Bees Su Bees O/1 1 👁 👁	All Slivers get +1/+1. TE
ying. 🗣: Killer Bees gets +1/+1 until end of turn. 5E	Target player gains 8 life. Sorc 3 • • • TE
rakilin Su Beast 0/0 🕱 👁 rakilin comes into play with X +1/+1 counters on it.	Nature's Lore Sorc T.
🕐: Regenerate Krakilin. TE	Search your library for a forest card and put that card into play. Shuffle your library afterwards. •Nature's Lore
ey Druid Su Cleric 1/1 2 🕏 >: Untap target land. 5E	isn't restricted to basic forests. You can search for and
hurgoyf Su Lhurgoyf */1+* 2 👁 👁	play any land that counts as a forest. 5E Nature's Revolt Ench 3 **
nurgoyf has power equal to the number of creature ards in all graveyards and toughness equal to 1 plus	All lands are 2/2 creatures. (These creatures still count
e number of creature cards in all graveyards. 5E	as lands.) TE Needle Storm Sorc @@
Ench Ench Counter target black spell. Play this ability as an	Needle Storm deals 4 damage to each creature with
terrupt. 5E	flying. TE Nurturing Licid Su Licid 1/1
iving Artifact EA or each 1 damage dealt to you, put a vitality counter on	. Surturing Licid loses all abilities and becomes a
ving Artifact. Remove a vitality counter from Living	creature enchantment that reads ". Regenerate enchanted creature" instead of any other type of perma-
rtifact: Gain 1 life. Use this ability only during your pkeep and only once each turn. • <i>The counters are placed</i>	nent. Move Nurturing Licid onto target creature. You may pay to end this effect. • See Transmogrifying Licid for
n the enchantment, not on the artifact. Therefore, multi- le copies of Living Artifact don't share counters, though	related rulings.
ach copy will get the full number of counters whenever	Oath of Druids Ench
ou're damaged. •Remember that enchantments moved round by Enchantment Alteration and such are treated as	During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal
eing just played, so a Living Artifact that's moved in this	cards from his or her library until he or she reveals a creature card. The player puts that creature into play
ray loses its counters. 5E iving Lands Ench 3 @	under his or her control and all other revealed cards into
Il forests are 1/1 creatures. (These creatures still count	his or her graveyard. EX
s lands.) •Note that animating the forests doesn't change heir color. •Living Land's ability affects all forests, regard-	Whenever enchanted land is tapped for mana, it pro-
ess of who controls them and regardless of whether they lso count as another land type. 5E	duces an additional 🌨 SH Overrun Sorc 2 👁 👁
lanowar Elves Su Elves 1/1	All creatures you control get +3/+3 and gain trample
Add to your mana pool. Play this ability as a source.	until end of turn. TE Pincher Beetles Su Insects 3/1 2 .
one Wolf Su Wolf 2/2 2 👁	Pincher Beetles cannot be the target of spells or abilities. TE
ou may have Lone Wolf deal combat damage to	Plated Rootwalla Su Lizard 3/3 4 2 : Plated Rootwalla gets +3/+3 until end of turn.
efending player instead of to creatures blocking it. You must choose to assign damage to either the	Play this ability only once each turn. EX
reatures blocking Lone Wolf or the opponent, but not oth. If you choose the creatures, you're still free to	Pouncing Jaguar Su Cat 2/2
ivide the damage among the different blockers as	Pradesh Gypsies Su Gypsies 1/1
sual. UL owland Basilisk Su Basilisk 1/3 2 👁	1 . C. Target creature gets -2/-0 until end of turn.5E
/henever Lowland Basilisk damages any creature,	Predatory Hunger EC Whenever any opponent successfully casts a creature
estroy that creature at end of combat. SH	spell, put a +1/+1 counter on enchanted creature. EX
reatures deal no combat damage this turn.	Priest of Titania Su Elf 1/1 ₫ ● �: Add ● to your mana pool for each Elf in play. Play
ycling 2. US	this ability as a mana source. US
LUTE EC 1	Primal Order Ench 2000 During each player's upkeep, Primal Order deals to that
The defending player isn't required to make it legal for defending creature to block an attacker enchanted	player an amount of damage equal to the number of
vith Lure. For example, if the attacker has flying, the	nonbasic lands he or she controls. 5E Primal Rage Ench 1 (***********************************
efending player isn't required to power up his or her Telethopter so that it can block. 5E	All creatures you control gain trample. SH
Aanabond Ench 👁	Provoke Inst 1 .
luring your discard phase, you may choose to put all and cards from your hand into play. If you do, discard	blocks this turn if able. Draw a card. SH
he rest of your hand. EX	Pygmy Troll Su Troll 1/1 (1) Pygmy Troll gets +1/+1
Aarsh Viper Su Viper 1/2 3 👁 Marsh Viper damages any player, he or she gets two	until end of turn Regenerate Pygmy Troll. EX
oison counters. If any player has ten or more poison ounters, he or she loses the game. 5E	Rabid Wolverines Su Wolverines 4/4 **
Aidsummer Revel Ench 3 �	+1/+1 until end of turn. EX
luring your upkeep, you may put a verse counter on Nidsummer Revel. 🗬, Sacrifice Midsummer Revel: Put	Rabid Wombat Su Wombat 0/1 2 ** Attacking does not cause Rabid Wombat to tap. Rabid
Beast tokens into play, where X is the number of	Wombat gets +2/+2 for each creature enchantment on
erse counters on Midsummer Revel. Treat these tokens s 3/3 green creatures.	it. 5E

AC - Artifact Creature Art - Artifact

MS - Mana Source Su - Summon

Sor - Sorcerv

Radjan Spirit Su Spirit 3/2 3 Su Spirit 3/2 5 Sector Structure loses flying until end of turn. 5 Sector Structure loses	Spike Breeder Su Spike 0/0 3 . Spike Breeder comes into play with three +1/+1 counters
Rampant Growth Sorc	on it. 2, Remove a +1/+1 counter from Spike Breeder:
Search your library for a basic land card and put that land nto play, tapped. Shuffle your library afterwards.	Put a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from Spike Breeder: Put a Spike token
Rancor EC	into play. Treat this token as a 1/1 green creature. SH
Enchanted creature gains +2/+0 and trample. When	Spike Colony Su Spike 0/0 @ Spike Colony comes into play with four +1/+1 counters
Rancor is put into a graveyard from play, return Rancor to owner's hand.	on it. 2, Remove a +1/+1 counter from Spike Colony:
Reality Anchor Inst	Put a +1/+1 counter on target creature. SH
larget creature loses shadow until end of turn. Draw a	Spike Drone Su Spike 0/0 Spike Drone comes into play with one +1/+1 counter
card. TE Reap Inst Inst	on it. @, Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature.
Return any number of target cards from your graveyard to	Spike Feeder Su Spike 0/0 @
your hand. You cannot choose more cards than the number of black permanents target opponent controls.	Spike Feeder comes into play with two +1/+1 counters
Reclaim Inst 🔹	on it. 22, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1
Put target card from your graveyard on top of your ibrary.	counter from Spike Feeder: Gain 2 life. SH
Recycle Ench 🕸 👁 👁	Spike Hatcher Su Spike 0/0 6 Spike Hatcher comes into play with six +1/+1 counters on
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard	it. 2, Remove a +1/+1 counter from Spike Hatcher: Put a
all but two cards. TE	+1/+1 counter on target creature. 10, Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher.EX
Regeneration EC 1 @ E: Regenerate enchanted creature. 5E	Spike Rogue Su Spike 0/0 1 .
Rejuvenate Sorc 3	Spike Rogue comes into play with two $+1/+1$ counters on it. $@$, Remove a $+1/+1$ counter from Spike Rogue:
Gain 6 life. Cycling @. US	Put a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from any creature you control: Put a
Repopulate Inst Shuffle all creature cards from target player's grave-	+1/+1 counter on Spike Rogue.
yard into that player's library. Cycling 🕸. 🛛 🛛 🛛 🛛	
Respite Inst ® The Inst The Inst Inst Inst Inst Inst Inst Inst Inst	Off the Mark
for each attacking creature. TE	While creating cards for Tempest, the Magic
Resuscitate Inst Until end of turn, each creature you control gains "4:	yet to name the plane that became Rath. Once
Regenerate this creature."	settled, it wasn't long before Mark Rosewater
Retaliation Ench 200	"If we're going to have a Rath, it's got to have s
Each creature you control gains "Whenever a creature plocks it, this creature gets +1/+1 until end of turn." US	L
Rootbreaker Wurm Su Wurm 6/6 🚿 👁 🐑	Spike Soldier Su Spike 0/0 @ 👁 👁
frample, TE Rootwalla Su Lizard 2/2 Ø 👁	Spike Soldier comes into play with three +1/+1 coun- ters on it. 2, Remove a +1/+1 counter from Spike
1 . Rootwalla gets +2/+2 until end of turn. Use this	Soldier: Put a +1/+1 counter on target creature.
ability only once each turn. TE Rootwater Alligator Su Alligator 3/2 🕸 👁	Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn. SH
Sacrifice a forest: Regenerate Rootwater Alligator. EX	Spike Weaver Su Spike 0/0 2 👁 🗣
Root Maze Ench All artifacts and lands come into play tapped.	Spike Weaver comes into play with three +1/+1 coun- ters on it. 2, Remove a +1/+1 counter from Spike
Scaled Wurm Su Wurm 7/6 7/6	Weaver: Put a +1/+1 counter on target creature. 1,
5E	Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage this turn.
Scavenger FolkSu Scavenger Folk 1/1 (**********************************	Spike Worker Su Spike 0/0
Scragnoth Su Beast 3/4 👁	Spike Worker comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Worker:
Protection from blue. While Scragnoth is being cast, it cannot be countered.	Put a +1/+1 counter on target creature. SH
Scryb Sprites Su Faeries 1/1 🌒	Spined Wurm Su Wurm 5/4 & SH
Flying. 5E Seeker of Skybreak Su Elf 2/1 @ 👁	Sporogenesis Ench 3.
C: Untap target creature. TE	During your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature with a
Shanodin Dryads Su Nymphs 1/1	fungus counter on it is put into a graveyard, put a Saproling token into play for each of those fungus coun-
Forestwalk. 5E Shrink Inst 👁	ters. Treat these tokens as 1/1 green creatures. When
Target creature gets -5/-0 until end of turn. 5E	Sporogenesis leaves play, remove all fungus counters from all creatures.
Silk Net Inst Farget creature gets +1/+1 and can block creatures	Spreading Algae EL 📀
with flying until end of turn. UL	Play Spreading Algae only on a swamp. When enchant- ed land becomes tapped, destroy that land, When
Simian Grunts Su Apes 3/4 @ . Echo. You may play Simian Grunts any time you could	Spreading Algae is put into a graveyard from play, return Spreading Algae to owner's hand.
olay an instant.	Stampede Inst
Skyshroud Archer Su Elf 1/1	All attacking creatures get +1/+0 and gain trample until
Skyshroud Elf Su Elf 1/1	end of turn. 5E Storm Front Ench ●
👁: Add 🌑 to your mana pool. Play this ability as a	TE Tap target creature with flying.
nana source. 🚯 : Add 🍩 or 🗰 to your mana pool. Play this ability as a mana source. TE	Stream of Life Sorc 30 Target player gains X life. 5E
Skyshroud Elite Su Elves 1/1 🔹 👁	Survival of the Fittest Ench
Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands.	 Choose and discard a creature card: Search your library for a creature card, reveal that card to all play-
Skyshroud Ranger Su Elf 1/1 💮	ers, and put it into your hand. Shuffle your library
Choose a land card in your hand and put that land nto play. Play this ability as a sorcery.	afterwards. EX Sylvan Library Ench
Skyshroud Troll Su Giant 3/3 2 👁 👁	Ø: Draw two cards, then choose any two cards in your
1 👁: Regenerate Skyshroud Troll. TE Skyshroud Troopers Su Elves 3/3 3 👁	hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this abili-
👁: Add 🏶 to your mana pool. Play this ability as a	ty only during your draw phase and only once each turn.
nana source. SH Skyshroud War BeastSu Beast */* *	 Sylvan Library does not modify your normal draw for the turn. Each Sylvan Library has an ability that enables you
Trample. Skyshroud War Beast has power and tough-	to draw two cards, then put two drawn cards back and/o
ness each equal to the number of nonbasic lands target	
	pay life. Each such ability is played separately. If two Libraries are used in succession, the first effect to resolve
	Libraries are used in succession, the first effect to resolve does so fully before the next one resolves. In other words,

Type

Title

SH

Spike Drone comes into play with one +1/+1 counter in it. @, Remove a +1/+1 counter from Spike Drone; Put a +1/+1 counter on target creature. Spike Feeder Su Spike 0/0 Spike Feeder comes into play with two +1/+1 counters on it. 2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder: Gain 2 life. Spike Hatcher Su Spike 0/0 Spike Hatcher comes into play with six +1/+1 counters on t. 2, Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature. 1, Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher.EX Spike Rogue Su Spike D/O @ Spike Rogue comes into play with two +1/+1 counters It 2, Remove a +1/+1 counter from Spike rougue. Ut a +1/+1 counter on target creature. 2, Remove a +1/+1 counter from any creature you control: Put a EXECUTED For the second +1/+1 counter on Spike Rogue. Off the Mark While creating cards for Tempest, the Magic team had yet to name the plane that became Rath. Once that was settled, it wasn't long before Mark Rosewater realized "If we're going to have a Rath, it's got to have some apes!" Saike Soldier Su Spike 0/0 2.00 Spike Soldier comes into play with three +1/+1 coun-ers on it. ②, Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn. Spike Weaver Su Spike - 0/0 2... Spike Weaver comes into play with three +1/+1 coun-rers on it. 2, Remove a +1/+1 counter from Spike Neaver: Put a +1/+1 counter on target creature. 4, Remove a +1/+1 counter from Spike Weaver: Creatures leal no combat damage this turn. Spike Worker Su Spike 0/0 Spike Worker comes into play with two +1/+1 counters n it. @, Remove a +1/+1 counter from Spike Worker Put a +1/+1 counter on target creature. Spined Wurm Su Wurm 5/4 Sporogenesis Ench During your upkeep, you may put a fungus counter on arget nontoken creature. Whenever a creature with a ungus counter on it is put into a gravyard, put a Saproling token into play for each of those fungus coun-rers. Treat these tokens as 1/1 green creatures. When Sporogenesis leaves play, remove all fungus counters om all creatures. Spreading Algae EL lay Spreading Algae only on a swamp. When enchant-

ed land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, IIS eturn Spreading Algae to owner's hand. Stampede Inst Il attacking creatures get +1/+0 and gain trample until nd of turn. 5E Storm Front Ench . 🕈 🏶 : Tap target creature with flying ŤĒ Stream of Life Sorc X arget player gains X life. Survival of the Fittest Ench 3100 , Choose and discard a creature card: Search your ibrary for a creature card, reveal that card to all play-ers, and put it into your hand. Shuffle your library FX fterwards Sylvan Library 1 Ench I : Draw two cards, then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life r put that card back on top of your library. Use this abiliy only during your draw phase and only once each turn. Sylvan Library does not modify your normal draw for the

SH - Stronahold

EX - Exodus

you choose cards to keep or put back. You pay life only if you choose a card in your hand and decide to keep it, not directly as a penalty for not putting cards back, so if something removes the cards from your hand before you would choose them, you won't have to pay life to "keep" them. 5E Symbiosis Inst 1.0 Two target creatures each get +2/+2 until end of turn. US

Type

Tarpan Su Tarpan 1/1 10 If Tarpan is put into any graveyard from play, gain 1 life 5E

Tempting Licid Su Licid 2/2 2.0 Tempting Licid loses all abilities and becomes a creature enchantment that reads "All creatures able to" block enchanted creature do so" instead of a creature. Move Tempting Licid onto target creature. You may pay to end this effect. • See Transmogrifying Licid for SH related rulings.

Thicket Basilisk Su Basilisk 2/4 3.88 If Thicket Basilisk blocks or is blocked by any non-Wall creature, destroy that creature at end of combat. . See Cockatrice for related rulings. 5E Titania's Boon Sore

Put a +1/+1 counter on each creature you control. US Titania's Chosen Su Elf 1/1 2 🌨

Whenever a player successfully casts a green spell, put a +1/+1 counter on Titania's Chosen.



Titania's Song

Ench Each noncreature artifact loses its abilities and is an artifact creature with power and toughness each equal to its total casting cost. If Titania's Song leaves play, this effect continues until end of turn. • *While Titania's Song is in* play, none of the text in any artifact's text box has any effect on the game. Even upkeep costs are erased by the Song's effect. However, the text is still there, so you can still edit it with Mind Bend, for example. 5E Trained Armodon Su Elephant 3/3 • • TE Tranquility Sorc © 🕐 5E.TE Destroy all enchantments. Treefolk Mystic Su Treefolk 2/4 3. Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature. UL Treefolk Seedlings Su Treefolk 2/* @ Treefolk Seedlings has toughness equal to the number 0.0 IIS of forests you control. Treetop Rangers Su Elves 2/2 2. Treetop Rangers cannot be blocked except by creatures with flying. US Trumpeting ArmodonSu Elephant 3/3 3.0 1 : Target creature blocks Trumpeting Armodon this turn if able. TE Tsunami Sorc 3.0 Destroy all islands 5E **Untamed Wilds** 2. Sorc Search your library for a basic land card and put that 5F card into play. Shuffle your library afterwards. Venom FC

If enchanted creature blocks or is blocked by any non-Wall creature, destroy that creature at end of combat. . See Cockatrice for related rulings. •Venom's ability triggers only when blockers are declared. For example, moving Venom around with Enchantment Alteration won't trigger its ability after blockers have been declared, nor will it cancel instances of its ability that have already triggered. 5E

Venomous Fangs EC 2. Whenever enchanted creature successfully deals dam-IIS age to a creature, destroy that creature. Verdant Force Su Elemental7/7 8 During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. . Each player plays the upkeep ability during his or her own turn, but Verdant Force's controller still controls the ability and therefore controls the Saproling token put TE into play. Verdant Touch Sorc 4.0

Buyback 3. Target land becomes a 2/2 creature permanently SH

Title	Туре	P/T	Cost
/erdigris	Inst		2.
Destroy target artifact. /erduran Enchantres	Su Enchantri	ess0/2	TE
③: Draw a card. Use this essfully cast an enchant	s ability only s	when you	SUC-
ach such spell. • Verdura	n Enchantres	s's ability	won't
rigger on an enchantme arget to another: as far	as the Enchai	ntress is cu	017-
cerned, the enchantment being played again.	is simply mo	ving aroun	d, not 5E
lernal Bloom	Ench	it produce	3.
Whenever a forest is tapp additional 👁.	jeu tur mana,	π μεσαισε	US
/olrath's Gardens ② , Tap a creature you c	Ench entrol: Gain 2	life. Play t	1 🕈
bility as a sorcery.			SH
Wall of Blossoms When Wall of Blossoms co	Su Wall mes into play,		rd. SH
Nall of Brambles	Su Wall	2/3	2 🕏
: Regenerate.	EC		5E
During the upkeep of end Nanderlust deals 1 dama	hanted creat	ure's contr	oller, 5E
Nar Dance	Ench		
Jurina vour upkeep, vou	may put a ve Dance: Taro	rse counte et creature	r on a dets
Var Dance. Sacrifice Wai +X/+X until end of turn, verse counters on War Da	where X is th	e number	of
Nar Mammoth Su		3/3	3.
rample.		4.74	5E
Seatherseed Elf Target creature gains	Su Elf forestwalk un	1/1 til end of t	um. UL
Neatherseed Treefolk		5/3 2 4	
rample. When Weathers praveyard from play, retu			lk to
wner's hand. Whirling Dervish	Su Don <i>i</i> sh	1/1	UL
Protection from black. If '	Whirlina Derv	ish damaq	es anv
pponent, put a +1/+1 c Nhirling Dervish damage	s an opponen	t, it will ge	et a
counter at end of turn, e that player at that time. J			
counter during the same a player on more than one	turn if it man	aces to da	amade
Nhirlwind	Sorc		
Destroy all creatures with Nild Dogs	i flying. Su Hounds	2/1	US
During your upkeep, if a p	layer has mor	e life than	any
ther, that player gains cor Wild Growth	EL	uys. Gyönni	.03
Vhenever enchanted land luces an additional 👁. •			
ing when appropriate rati	her than mod	ifying the	land's
abilities. So Contaminatio t doesn't allow a Reflect			and
so on. Winding Wurm	Su Wurm	6/6	5E
cho.			US
Ning Snare Destroy target creature v	Sorc with flying: 🗢		C 🕈
Ninter Blast	Sorc	ala 0 dama	X 🕈
ap X target creatures. W each of those creatures w	ith flying. • W	linter Blast	may
arget creatures that are a famage to each such cre	already tapped ature that has	d. It will de s flving, •N	val 2 ote that
vhether a creature has fl Ninter Blast resolves, not	ying or not is	checked n	
Ninter's Grasp	Sorc		
Jestroy target land. Nolverine Pack Su Wo	lverine Pack	2/A d	TE
Rampage: 2,			5E
Nood Elves When Wood Elves comes	Su Elves into play, sea	1/1 arch vour l	ibrary
or a forest card and put	that forest in	to play. Sh	uffle EX
our library afterwards. Nyluli Wolf	Su Wolf	1/1	æ 🛖
S: Target creature gets Avimaya Granger	+1/+1 until e Su Elf	end of turn 2/2	5E
cho. When Yavimaya Gra	inger comes i	nto play, yo	ou may
earch your library for a b and into play tapped. Shu			
Avimaya Scion S	u Treefolk	4/4	4.

Yavimaya Wurm Su Wurm 6/4 4 🏶 🕈 Trample ANDS

UL

Adarkar Wastes Land

Protection from artifacts

 Add one coloriess mana to your mana pool.
 Add * or * to your mana pool. Adarkar Wastes deals 1
 damage to you. • All land abilities that produce mana are played as mana sources, even if the effect does some-thing else, such as damaging you.

EC - Enchant Creature Intr - Interrupt

5E - Fifth Edition TE - Tempest

US - Urza's Saga UL - Urza's Legacy

PLAYER'S GUIDE

THE DUELIST (RACLE PLAYE
Title Type P/T Cost	Title Type P/T Cost
Ancient Tomb Land P: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you. •See Adarkar Wastes for related rulings. TE	Havenwood Battleground Land Havenwood Battleground comes into play tapped
Blasted Landscape Land @: Add one colorless mana to your mana pool. Cycling @. US Pottembace Veult Land	Hollow Trees Land Hollow Trees comes into play tapped. You may choose not to untap Hollow Trees during your untap phase and put a storage counter on it instead. \diamondsuit , Remove X stor-
Bottomiess Vault Land Bottomiess Vault comes into play tapped. You may choose not to untap Bottomiess Vault during your untap phase and put a storage counter on it instead.	age counters from Hollow Trees: Add an amount of equal to X to your mana pool. •See Bottomless Vault for related rulings. 5E
Remove X storage counters from Bottomless Vault: Add an amount of the equal to X to your mana pool. This land gets a counter if it is tapped when you play the untap phase ability and you decline to untap it, even if an effect such as Winter Ort's would have pre- vented it from untapping. Whether the land was untapped at the beginning of untap is unimportant. If	Icatian Store Land Icatian Store comes into play tapped. You may choose not to untap Icatian Store during your untap phase and put a storage counter on it instead. ◆, Remove X stor- age counters from Icatian Store: Add an amount of * equal to X to your mana pool. •See Bottomless Vault for related rulings.
you skip your untap phase, the land does not get a counter. • Fapping a storage land to remove zero coun- ters is still tapping it for mana, so effects like Mana Flar's will trigger, producing mana as appropriate. • Effects that simply tap a storage land won't drain it	Ice Floe Land You may choose not to untap Ice Floe during your untap phase. 3: Tap target creature without flying that is attacking you. As long as Ice Floe remains tapped, that creature does not untap during its controller's untap
of its counters. Effects that force the land to produce mana, such as Power Sink's, will cause all of its coun- ters to be removed and the appropriate amount of	phase. 5E Island Land
mana to be produced. •A continuous effect such as Blood Moon's doesn't convert lands until after they enter play. This land will enter play tapped and then become a mountain. •Changing a land into another type doesn't remove any counters that are on the land.	 Active to your mana pool. Scheberger Land Add one colorless mana to your mana pool. Add one colorless mana to your mana pool. Active to your mana pool. Arplusan Forest deals 1 damage to you. See Adarkar Wastes for related rulings.
However, storage counters will be useless until the land reverts to normal. 5E	5E Maze of Shadows Land
Brushland Land \$\vert Add one coloriess mana to your mana pool. \$\veet € or \$\vee to your mana pool. Brushland deals 1 damage to you. \$\vee Adarkar Wastes for related rulings. 5E	
Caldera Lake Land Caldera Lake comes into play tapped. S: Add one col- orless mana to your mana pool. S: Add S or S to	Mogg Hollows Land ⇒ Add one colorless mana to your mana pool. ⇒: Add ⇒ or ♣ to your mana pool. Mogg Hollows does not untao during your next untao phase. TE
your mana pool. Caldera Lake deals 1 damage to you. • See Adarkar Wastes for related rulings. TE Cinder Marsh Land	Mountain Land The second seco
Get one coloriess mana to your mana pool. Get Add one coloriess mana pool. Cinder Marsh does not untap during your next untap phase. TE City of Brass_Land Land Land Land Land	Phyrexian Tower Lland \$\DELTark\$: Add one colorless mana to your mana pool. \$\DELTark\$, Sacrifice a creature: Add \$\DELTark\$ to your mana pool. US Pine Barrens Land
Whenever City of Brass becomes tapped, it deals 1 damage to you. \textcircled{T} : Add one mana of any color to your mana pool. *Note that City of Brass deals 1 damage to its controller if it becomes tapped for any reason, not just as a side effect of producing mana. 5E	Pine Barrens comes into play tapped. \diamond : Add one colorless mana to your mana pool. \diamond : Add \Leftrightarrow or \Leftrightarrow to your mana pool. Pine Barrens deals 1 damage to you. - See Adarkar Wastes for related rulings. TE Plains Land
City of Traitors Land If you play a land, sacrifice City of Traitors. Traitors. Colorless mana to your mana pool. EX	⊕: Add ★ to your mana pool. ⊕: Add ★ to your mana pool. Polluted Mire Polluted Mire Polluted Mire Polluted Mire
Drifting Meadow Land Drifting Meadow comes into play tapped. (*): Add ** to your mana pool. Cycling (*). US	your mana pool. Cycling 2. US Reflecting Pool Land ©: Add to your mana pool one mana of any type that
Dwarven Hold Land Dwarven Hold comes into play tapped. You may choose not to untap Dwarven Hold during your untap phase and put a storage counter on it instead Remove X stor-	any land you control can produce. TE Remote Isle Land Remote Isle comes into play tapped. \oplus : Add \blacklozenge to your mana pool. Cycling 2. US
age counters from Dwarven Hold: Add an amount of a equal to X to your mana pool. •See Bottomless Vault for related rulings. 5E Dwarven Ruins Land	Rootwater Depths Land
Dwarven Ruins comes into play tapped. I Add I to your mana pool. I, Sacrifice Dwarven Ruins: Add I SE SE	not untap during your next untap phase. TE Ruins of Trokair Land Ruins of Trokair comes into play tapped. \bigcirc : Add $*$ to
Ebon Stronghold Land Ebon Stronghold comes into play tapped. �: Add ♥ to your mana pool. �, Sacrifice Ebon Stronghold: Add	your mana pool. $\ensuremath{\gg}$, Sacrifice Ruins of Trokair: Add ** to your mana pool. 5E Salt Flats Land Salt Flats comes into play tapped. $\ensuremath{\otimes}$: Add one colorless
The point of the poin	aant hats comes muc gray tapped. ◆. Add ★ or ♥ to your mana pool. Salt Flats deals 1 damage to your •See Adarkar Wastes for related rulings.
blue mana to your mana pool. 1 * Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land. UL Carbidding Watchtware Land	Sand Silos Land Sand Silos comes into play tapped. You may choose not to untap Sand Silos during your untap phase and put a
Forbidding Watchtower Land Forbidding Watchtower comes into play tapped. Add one white mana to your mana pool. Forbidding Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.UL	storage counter on it instead. \textcircled{O} , Remove X storage counters from Sand Silos: Add an amount of \textcircled{O} equal to X to your mana pool. •See Bottomless Vault for relat- ed rulings. 5E Scabland Land
Forest Land ◇: Add ● to your mana pool. 5E,TE,US Gaea's Cradie LLand	Scabland comes into play tapped. ◆: Add one colorless mana to your mana pool. ◆: Add ● or ★ to your mana pool. Scabland deals 1 damage to you. •See
♦: Add ● to your mana pool for each creature you control. US Ghitu Encampment Land	Adarkar Wastes for related rulings. TE Serra's Sanctum LLand ©: Add * to your mana pool for each enchantment you control. US
Ghitu Encampment comes into play tapped. S: Add one red mana to your mana pool. I S: Ghitu Encampment becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.	you control. 03 Shivan Gorge LLand \$\vee\$: Add one colorless mana to your mana pool. 2 @, \$\vee\$: Shivan Gorge deals 1 damage to each of your opponents.
Chost Town Land ◆: Add one colorless mana to your mana pool. O : Return Ghost Town to owner's hand. Use this ability only	Skyshroud Forest Land Skyshroud Forest comes into play tapped. ©: Add

iter on it instead. ©, Remove X stor-Icatian Store: Add an amount of * mana pool. •See Bottomless Vault for 5E Land ot to untap Ice Floe during your untap get creature without flying that is ong as Ice Floe remains tapped, that untap during its controller's untap 5E Land 5E TE US r mana pool. rest Land ess mana to your mana pool. �: Add mana pool. Karplusan Forest deals 1 See Adarkar Wastes for related rulings OWS Land ess mana to your mana pool. 👁: king creature with shadow. That creanor receives combat damage this TE Land less mana to your mana pool. 👁: Add nana pool. Mogg Hollows does not next untap phase. I and ır mana pool. **5E.TE.US** 11 and ver ess mana to your mana pool. 🕏, e: Add 🕿 🏶 to your mana pool. 🛛 US Land es into play tapped. 📀: Add one your mana pool. 📀: Add 🌩 or 🜩 to ine Barrens deals 1 damage to you. tes for related rulinos. Land 5E,TE,US ir mana pool. Land es into play tapped. 📀: Add 🌩 to US ycling 2. ol Land ana pool one mana of any type that TE rol can produce. Land into play tapped. 👁: Add 🜢 to 115 voling 2. nths Land less mana to your mana pool. �: Add mana pool. Rootwater Depths does____ TF our next untap phase. air Land omes into play tapped. I Add 🗰 to Sacrifice Ruins of Trokair: Add 5E a pool. Land to play tapped. 👁: Add one colorless a pool. 🗭: Add 兼 or 🏶 to your ats deals 1 damage to you. • See r related rulings. TE Land into play tapped. You may choose not is during your untap phase and put a it instead. Ø, Remove X storage id Silos: Add an amount of 🐞 equal pool. •See Bottomiess Vault for relat-5F Land nto play tapped. �: Add one colorless ta pool. �: Add @ or * to your nd deals 1 damage to you. •*See* TE or related rulinos. am Liand ir mana pool for each enchantment US

rest

TE

Land Return Ghost Town to owner's hand. Use this ability only Skyshroud Forest comes into play tapped. 📀 : Add one colorless mana to your mana pool. 🏵 : Add 🏶 or 🕷 to your mana pool. Skyshroud Forest deals 1

:	fille	iype	B\\I.	Cost	
		you. • See Adarka	ar Wastes for r	related TE	A
	rulings. Slippery	Karst	Land	16	D
	Slippery Ka	irst comes into play		dd 🏶 to US	A
	-	pool. Cycling 2.	Land	00	F
	Smoldering	Crater comes into	play tapped. G	>: Add 🔪 US	A
	Spawnir	na pool. Cycling @ 1 8 PBOI	Eand	03	ta
	Spawning	Pool comes into pl	ay tapped. 👁:	Add one	A
	black man becomes a	a to your mana po 1/1 black creatur	ol. 1 🗣: Spaw e with "🏶: Re	aenerate	V S
	this creatu	re" until end of tu	rn. This creatur	e still UL	A
	counts as a Stalking	-	Land	UL	Da
	S: Add on	ie colorless mana t	to your mana po	ol. 6:	A
	nently. (Th	ones becomes a 3, is creature still cou	unts as a land.)	ure perma- TE	D
		is Springs	Land	المامة بحاد الم	W
	🗬 or 🏶 t	ie colorless mana t o your mana pool.	Sulfurous Sprin	gs deals 1	R
	damage to	you. •See Adarkar	· Wastes for rela	ated rulings. 5E	h
		ite Temple	Land	-	A
	Svyelunite to your ma	Temple comes into na pool. �, Sacrif	play tapped. ice Svvelunite T	≥: Add	a
	é é to yo	our mana pool.		5E	S
	Swamp : Add •	to your mana poi	Land ol.	5E,TE,US	A
		s Lowlands	Land		E
		ne coloriess mana i o your mana pool.		nds døes	d
		during your next un		TE	I
		of each turn, if yo			S
	sacrifice TI to your ma	hran Quarry. 📀: A Ina cool.	dd one mana of	any color US	E
	Tolarian	Academy	LLand		e
		to your mana po dee Banned & Resti		act you US	E
	Treetop	Village	Land		C
	dreen man	lage comes into pl la to your mana po	ay tapped. 👁: pol. 1 🟶: Tree	Add one top Village	F
	becomes a	3/3 green creatu	re with trample	until end	E
		is creature still co ound River	Land	UL	e
	: Add or	ne colorless mana f to your mana pool.	to your mana po	ool. @: Add	I
		you. « <i>See Adarkai</i>		ated rulings.	r
	Urza's N	Aine	Land	5E	C T
	📀 : Add o	ne colorless man	a to your mana	a pool. If	t
	Urza's Tow	ol Urza's Mine, Ur. ver, add two color	riess mana to y	our mana	1
	pool instea Mine if vo	ad of one. •You g u have even one	et two mana f of each "Urza	rom Urza's land" in	E
	play. You	don't need to hav	e the same nu	mber of	0
	control ov	wer Plants, and T er whether the M	line produces o	ine mana	0
		you control the c i get two mana re			E
		The amount of ma play the ability, r			t
	resolves.		101 1111011 1110 0	5E	E
		ower Plant	Land a to your mana	nnel. If	у
	you contro	ol Urza's Mine, Urz ver, add two color	za's Power Plan	nt, and	ł
	pool instea	ad of one. • See U	rza's Mine for	related	
	rulings. Urza's T	ower	Land	5E	6
	@: Add or	ne colorless mana	to your mana p		e
	Urza's Tow	ntrol Urza's Mine, L ver, add three colo	rless mana to y	our mana	Ē
	pool instea rulings.	ad of one. • <i>See Un</i>	za's Mine for re	elated 5E	Π
	Vec Tow		Land		(
	<table-row> or 🗰 t</table-row>	ne colorless mana t to your mana pool.	Vec Townships		F
		ng your next untap		TE	1
	👁: Add or	s Stronghold ne colorless mana i	to your mana po		1
	Or Put tag top of your	rget creature card r librarv.	from your grave	eyard on SH	ł
	Wastela	ind	Land		e
		ne colorless mana [.] ce Wasteland: Desti			
			D		0
		Kt	:U		V
	About F		Inst and toughnor	Se liteu ee	-
	of turn. Eff	get creature's pow fects that alter the	creature's pow	er alter its	t
	toughness Acidic S	instead, and vice v	versa, this turn. Sorc	UL 2 🥥	
		deals 1 damage to			(
					4

ftershock Sore 0 00 lestroy target artifact, creature, or land. Aftershock eals 3 damage to you. TE mbush Party Su Ambush Party 3/1 indush Party Su Ambush, Party Su I irst strike. Ambush Party is unaffected by summoning 5E mok Ench 1 2 , Discard a card at random: Put a +1/+1 counter on SH arget creature. narchist Su Townsfolk 2/2 14 2 Vhen Anarchist comes into play, you may return target orcery card from your graveyard to your hand. EX ncient Runes Ench 0.00 During each player's upkeep, Ancient Runes deals 1 damge to that player for each artifact he or she controls. TE Antagonism Ench 3 @ During each player's discard phase, Antagonism deals 2 lamage to that player unless one of his or her opponents vas successfully dealt damage that turn. US pocalypse Sarc 2000 Remove all permanents from the game. Discard your TE and. Arc Lightning Sorc 2 @ trc Lightning deals 3 damage divided as you choose among iny number of target creatures and/or players. US Su Atog 1/2 1/2 accifice an artifact: Atog gets +2/+2 until end of turn. 5E Avalanche Riders Su Nomads 2/2 34 cho. Avalanche Riders is unaffected by summoning 30 ickness. When Avalanche Riders comes into play, ш lestroy target land. Ball Lightning Su Ball Lightning 6/1 Frample. Ball Lightning is unaffected by summoning ickness. At the end of any turn, sacrifice Ball Lightning. 5Ē
 Barbed Sliver
 Su Sliver
 2/2
 2/2

 Sach Sliver gains
 * 2 : This creature gets +1/+0 until
 * 1/+0
 * 1/+0
 * 1/+0
 * 1/+0
 * 1/+0
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 2 2 TE end of turn." melhe8 Ench 0.00 US Creatures cannot block. Bird Maiden Su Bird Maiden 1/2 2.0 5E lying. Blood Frenzy Inst 10 arget attacking or blocking creature gets +4/+0 until nd of turn. At end of turn, destroy that creature. TE Blood Lust Inst 1 2 farget creature gets +4/-4 until end of turn. If this educes that creature's toughness to less than 1, the creature's toughness is 1. • A number can only be reduced below a certain value if it was at or above hat value to begin with. So if Blood Lust's target somehow already has toughness less than 1, it will get another -4 toughness rather than having its toughness aised to 1. 5F Roil Inst 3 P TE Destroy all islands. Brand Inst Gain control of all permanents you own. Cycling 🐲 US Brassclaw Orcs Su Orcs 3/2 2 Brassclaw Orcs cannot be assigned to block any crea-ure with power 2 or greater. 5 20 5E Bravado **FC** 12 🔿 inchanted creature gets +1/+1 for each other creature ou control. US Brothers of Fire Su Brothers 2/2 1 2 5: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you. 400 5E Brute, The EC Th 1.0 enchanted creature. 5E Bulwark Ench 300 During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the umber of cards in that player's hand. IIS Canyon Drake Su Drake 1/2 22 "Jying. 1, Discard a card at random: Canyon Drake gets +2/+0 until end of turn. 200 TE Canyon Wildcat Su Cat 2/11.0 TE Aountainwalk. Cave People Su Cave People 1/4 1 🏶 f Cave People attacks, it gets +1/-2 until end of turn. 1 1 🏽 🖉 ; Target creature gains mountainwalk until 5E end of turn. Chaotic Goo Su Doze D/D 2 2 2 Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. TE Cinder Crawler Su Salamander 1/2 1 3 : Cinder Crawler gets +1/+0 until end of turn. Use EX his ability only if Cinder Crawler is blocked. Conquer EL ain control of enchanted land. 5E Convulsing Licid Su Licid 2/2 2 🌒 , 🗢: Convulsing Licid loses all abilities and becomes

during another player's turn.

MS - Mana Source Su - Summon

Ench - Enchantment Inst - Instant

Sor - Sorcerv

Title

Туре a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Convulsing Licid onto target creature. You may pay 🍛 to end this effect. • See Transmogrifying Licid for related rulings. SH **Crater Hellion** Su Beast 6/6 4 2 2 Echo. When Crater Hellion comes into play, it deals 4 US damage to each other creature. Su Giant 4/1 Craven Giant 2 2 Craven Giant cannot block. SH Crimson ManticoreSu Manticore 2/2 0.22 Flying. @, @: Crimson Manticore deals 1 damage to target attacking or blocking creature. 5F **Crown of Flames** EC 2 Enchanted creature gets +1/+0 until end of turn.
 Return Crown of Flames to owner's hand. TE Deadshot Sorc 13 2 Tap target creature. That creature deals damage equal to its power to another target creature. TF Defender of Chaos Su Knight 2/1 2 2 Protection from white. You may play Defender of Chaos any time you could play an instant. UI. Destructive Urge EC 100 Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land. US Detonate Sorc & Destroy target artifact with total casting cost equal Detonate * @ to X. Detonate deals X damage to that artifact's controller. Creatures destroyed in this way cannot

be regenerated this turn. •Detonate, not the artifact, deals the damage. Detonate fizzles if the target is removed before resolution, and no damage is dealt.5E Disintegrate Sore 8 2

Disintegrate deals X damage to target creature or player. That creature cannot regenerate this turn. If the creature is dealt lethal damage this turn, remove it from the game. •If lethal damage is dealt to the target creature later in the turn, it's removed from the game instead of destroyed. Thus, abilities such as Soul Net's won't trigger and abilities that replace destruction, such as regeneration, can't be used. It isn't important whether Disintegrate itself deals lethal damage to the creature, just whether it suffers lethal damage. Prohibiting the target creature from regenerating is a function of the spell, not of the damage. So it applies even if X is equal to 0; redirecting the damage won't change which creature is stopped from regenerating, and so on. Disorder Sarc 1 🔿 Disorder deals 2 damage to each white creature and each player who controls a white creature. US **Dizzying Gaze** EC Play Dizzying Gaze only on a creature you control. Enchanted creature deals 1 damage to target creature with flying. EX Dromosaur Su Lizard 2/3 2 Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn. • See Karn, Silver Golem 20 for related rulings. US **Duct Crawler** Su Insect 1/1 ۲ 1 @: Target creature cannot block Duct Crawler this SH turn. **Dwarven Catapult** Inst X Dwarven Catapult deals X damage divided evenly, rounded down, among all creatures target opponent controls. • Your opponent's creatures aren't counted until the spell resolves. If your opponent produces more creatures in response to Dwarven Catapult and thus has more than X creatures in play when it resolves, each of his or her creatures takes 0 damage (after rounding

5E down). Dwarven Soldier Su Dwarf 2/1 1 If Dwarven Soldier blocks or is blocked by any Orcs, it gets +0/+2 until end of turn. 51 1 3 5E Dwarven Warriors Su Dwarves 1/1 2 📦 P: Target creature with power 2 or less is unblockable this turn. • Evasion abilities only apply when blockers are declared, so making a creature unblockable once it has already been blocked accomplishes nothing. 5F Earthouake Sorc XO Earthquake deals X damage to each creature without 5E flying and each player. Su Beast 3/3 Electryte 322 Whenever Electryte successfully deals combat damage to defending player, Electryte deals damage equal to its power to each blocking creature. **Enraging Licid** Enraging Licid Su Licid 1/1 44 (a), (b): Enraging Licid loses all abilities and becomes a 1 2 creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of any other type of permanent. Move Enraging Licid onto target creature. You may pay 🍣 to end this effect. • See Transmogrifying Licid for related rulings. TE Errantry EC (***) Enchanted creature gets +3/+0 and cannot attack with any other creatures. 5E **Eternal Warrior** FC

Attacking does not cause enchanted creature to tap. 5E

Falter 1 2 Inst Creatures without flying cannot block this turn. US Fanning the Flames Sorc & Buyback & Fanning the Flames deals X damage to * SH target creature or player. Fault Line Inst XOO Fault Line deals X damage to each creature without flying and each player. **IÍS Fiery Mantle** 1 2 EC When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to owner's hand. @: Enchanted creature gets +1/+0 until end of turn. US Fighting Chance Inst 2 For each blocking creature, flip a coin. If you win the flip, EX that creature deals no combat damage this turn. **Fire Ants** Su Insects 2/1 23 Fire Ants deals 1 damage to each other creature without flying. us Fire Drake Su Drake 1/2 102 Flying. 🐲 Fire Drake gets +1/+0 until end of turn. You cannot spend more than @ in this way each turn. 5E Fireball Sorc X 🕋 Pay 1 for each target beyond the first: Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players. • You can't target the same thing twice when you play a spell, so if you split the Fireball, you must choose different targets

Hose'em Down

While developing Urza's Legacy, the folks in Magic R&D decided to do something about permission decks. Between counterspells and buyback, there are a lot of things that permission decks do during the opponent's turn. Defense Grid is an easy addition to any deck, either main deck or sideboard, because it's an artifact and it has a low casting cost.

	Mana spent to part of the cas		l targets is a	cost 5E
	reathing chanted creature	EC gets +1/+0 ur	Itil end of tun	n. 5E
Firefly Flying.	y @: Firefly gets	Su Insect +1/+0 until er	1/1 nd of turn.	3 🗿 TE
Fires	inger eslinger deals 1	Su Wizard damage to tar	1/1 get creature	1 🕤 or
	and 1 damage t e Spirit		2/3	TE 4 @
a: Fla	me Spirit gets -	Su Spirit ⊧1/+0 until end	d of turn.	4 5E
Flame	<mark>e Wave</mark> Wave deals 4 da re he or she con		3 🏽	
Flare		Inst		2
a card	eals 1 damage at the beginning	g of the next tu		5E
	fires all plains.	Sorc		3 🏽
	e a creature: Flin eature's power to		equal to the	1 🕢 sacri- SH
Flows	stone Blade	EC		
Flows	stone Flood	Sorc .		3 🖗
target l				troy EX
@: Flo	stone Giant wstone Giant g	ets +2/-2 until	end of turn.	e e TE
Flowsto	<mark>stone Heilio</mark> me Hellion is un wstone Hellion g	affected by surr	nmonina sickr	4 🍘 ness. SH
	stone Maule e. @: Flowston			a a nd of SH
@: Flo	tone Salama wstone Salama re blocking it.			
Hows	tone Shamb wstone Shamble	er Su Beast r gets +1/-1 uni	2/2 til end of turn.	20
Flow: Flying. turn.	stone Wyve @: Flowstone	r n Su Drake Wyvern gets +	3/3 -3 2/-2 until en	d of TE
🔉: Tar	get creature can	not be regenera	ated this turn.	
Double	ace of Rath all damage as	Ench signed to any	creature or	play-
assion	ontinuous abilit ed take effect	when damage	is redirecte	d. just
like at	bilities that trig	ger on that da	mage. Beca	use
Rath o	loubles damage is	e that gets rec	lirected. For	aut 01

example, here's what happens when a Ball Lightning (power 6, trample) is blocked by an Ophidian (toughness 3) while Furnace of Rath is in play: Normally, Ball Lightning would assign 6 damage to the Ophidian, but because the Furnace is in play, it assigns 12 damage. Ophidian's toughness is 3, so 9 of the 12 damage "tramples through," meaning it's redirected to the defending player. When that 9 damage is assigned to the defending player, it's doubled again because of the Furnace's effect, for a TE total of 18 damage. Furnace Spirit Su Spirit 1/1 2 2

Title

Title

Type ЪЦ Cost

Furnace Spirit is unaffected by summoning sickness. Furnace Spirit gets +1/+0 until end of turn. SH Gamble Sorc Search your library for a card, put that card into your

hand, then discard a card at random. Shuffle your library afterward. ils **Game of Chaos** Sore

Flip a coin. If you win the flip, target opponent loses 1 life. Otherwise, you lose 1 life. The winner of the flip gains 1 life and may repeat this process. Double the stakes each time. 5F

Ghitu Fire-Eater Su Nomad 2/2 2 ♥ ♥, Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals dam 2 😂 age equal to its power to target creature or player. 111



Ghitu Slinger Su Nomad 2/2 2 3 Echo. When Ghitu Slinger comes into play, it deals 2 UL. damage to target creature or player. Ghitu War Cry Ench 20 2: Target creature gets +1/+0 until end of turn. UL **Giant Strength** EC 00 Enchanted creature gets +2/+2. 5E,TE Goblin Bombardment Ench 10 Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player. TE **Goblin Cadets** Su Goblins 2/1 0 Whenever Goblin Cadets blocks or becomes blocked. us target opponent gains control of it. US Goblin Digging TeamSu Goblins 1/1 P, Sacrifice Goblin Digging Team: Destroy target Wall. 5E **Goblin Hero** Su Goblin 2/2 20 BE **Goblin King** Su Lord 2/2 1 All Goblins get +1/+1 and gain mountainwalk. •See 100 Zombie Master for related rulings. 5E **Goblin Lackey** Su Goblin 1/1 Whenever Goblin Lackey successfully deals damage to a player, you may choose a Goblin card in your hand and put that Goblin into play. **Goblin Matron** Su Goblin 1/1 2.2 When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library us afterward. Goblin Medics Su Goblins 1/1 20 Whenever Goblin Medics becomes tapped, it deals 1 HI. damage to target creature or player. **Goblin Offensive** Sore *1.00 Put X Goblin tokens into play. Treat these tokens as 1/1 US red creatures. **Goblin Patrol** Su Goblins 2/1 Echo. US **Goblin Raider** 1 @ Su Goblin 212 US Goblin Raider cannot block. Goblin Spelunkers Su Goblins 2/2 2 3 US Mountainwalk Goblin War Buggy Su Goblin 2/2 1.0 Echo. Goblin War Buggy is unaffected by summoning Goblin War Drums Ench 2 @ Each creature you control cannot be blocked by only one creature. • Controlling multiple Goblin War Drums has no added effect. 5E **Goblin Warrens** Ench 20

2 . Sacrifice two Goblins: Put three Goblin tokens into play. Treat these tokens as 1/1 red creatures. 5E

				-
Coblin Welder S: Exchange target ar jet artifact card in that to play Goblin Welder's targeted artifact must i her graveyard. • The an	player's grave ability, the con have another a	controls fo yard, •In i ntroller of rtifact in h	order the his or	A NAME AND A DESCRIPTION OF
as a result of Goblin W such as Soul Net (if it' Scrapheap.	elder's ability v	will trigger	effects	POLICE COMPANY
Granite Grip Enchanted creature ge control.	EC ets +1/+0 for e	each mour	22 Itain you UL	
Guma Protection from blue.	Su Cat	2/2	2 2 US	
Hand to Hand Instants and abilities ri be played during comb		ivation cos	2 2 st cannot TE	
Havoc Whenever target oppol spell, he or she loses 2		lly casts a	white TE	
Headlong Rush All attacking creatures g				
Heart Sliver All Slivers are unaffect Heat of Battle	Su Sliver ed by summon Ench	1/3 ning sickne	I SS. TE	
Whenever any creature damage to that creatu	e blocks, Heat re's controller.		SH	
Heat Ray Heat Ray deals X dama	Inst age to target g	reature.	X 🌒	
Hill Giant	Su Giant	3/3	3 @ 5E	
Hurloon Minotaur		2/3	1 00 5E	
Impending Disas During your upkeep, it in play, sacrifice Impe	there are sev			
lands.			UL	
Imposing Visage Enchanted creature ca creature.		ed by only	one SE	
Incinerate	Inst		1.0	
Incinerate deals 3 dam Creatures damaged by turn. • Any and all crea damages are prohibite the damage is redirect Incinerate to prohibit n	Incinerate can tures that Incin d from regenera ed piecemeal, i	not regene nerate succ ating this i it's possibli	rate this cessfully furn. If e for one	
erating. Inferno	inst		5 2 2	
Inferno deals 6 damage Invasion Plans	Ench		20	
Each creature blocks to chooses how each cree Ironclaw Curse		Attacking	SH	
Enchanted creature ge to block any creature to enchanted creature	ets -0/-1 and c with power gre			
Ironclaw Orcs Ironclaw Orcs cannot with power 2 or great		2/2 block any	1 @ creature 5E	
Jackal Pup For each 1 damage de	Su Hound	2/1 Pup, it dea		
age to you. Jagged Lightnin Jagged Lightning deal		tamet cre	TE 3 2 2	
and 3 damage to anot Jokuthaups			US 4 00	
Destroy all artifacts, cre destroyed in this way c	annot be regene	erated this	tum. 5E	
Keeper of the Flai (a) , (c) : Keeper of the opponent. Use this abi	Flame deals 2	damage t	to target has	
more life than you.			EX	
Keldon Warlord Keldon Warlord has po the number of non-Wa age is dealt, it remains turn. So a Warlord mig dealt, only to die when	ll creatures you s on the creatur pht survive dam	ness each control.• <i>i</i> re through nage when	Once dam- out the it's first	
play and the Warlord's Kindle	s <i>toughness dro</i> Inst	ops as a re	esult 5E	
Kindle deals to target damage equal to 2 plo all graveyards.				

all graveyards. TE Last-Ditch Effort Inst Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player. UĹ Lava Axe 4 @ Sore Lava Axe deals 5 damage to target player. UI. Lav Waste 3 📦 Sorc Destroy target land. Cycling 🎕 US Liphtning Blast 3 🗣 Inst Lightning Blast deals 4 damage to target creature or TF player.

EC - Enchant Creature Intr - Interrupt

5E - Fifth Edition TE - Tempest

SH - Stronghold

EX - Exodus

US - Urza's Sana UL - Urza's Legacy 109

GUIDF

P/1

Type

Title

Title Cost Type Lightning Dragon Su Dragon 4/4 200 Flying, echo. @: Lightning Dragon gets +1/+0 until end of turn. IIS Lightning Elemental Su Elemental 4/1 3 🕥 Lightning Elemental is unaffected by summoning sick-TE ness. **Lowland Giant** Su Giant 4/3 222 TE Mane *il-*Vec Su Wizard 2/2 2.0 , Discard a card at random: Mage *il*-Vec deals 1 FX damage to target creature or player. Su Elemental Magmasaur 0/0 300 Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature without flying and each player. Mana Clash Sorc You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads at the same time. •Mana Clash has a single target, namely an opponent. It doesn't target you, even though it affects you. 5E Mana Flare Ench 2 Whenever any player taps a land for mana, it produces one additional mana of the same type. . The "same type" of mana is the type of mana the land was tapped to produce. If the land has more than one mana-producing ability, then only the one that was used is relevant. If that ability produces more than one type of mana, its controller chooses which type of mana is produced by Mana Flare; if there's more than one Mana Flare or similar ability in play, that player makes this Flare or similar ability in play, unar player memory decision separately for each one, as each of them trig-5E gers independently. Manabarbs Ench 3 @ Whenever any player taps a land for mana, Manabarbs deals 1 damage to him or her. •See Adarkar Wastes for related rulings. •Because each land is tapped for mana individually, you will often need to play damage-prevention abilities once for each land that is tapped. Any new damage generated during a damage-prevention step is folded into that step rather than creating a step of its own, so if you tap a number of lands for mana during damage prevention, you'll be handling all of that damage at once. In such a case, you could prevent all the damage with a single use of a Circle of Protection, for example. •All damage is from the same source, so effects such as Reverse Damage's will scoop up all the damage Manabarbs has dealt to you this turn. 5F Maniacal Rage EC A. 🍘 Enchanted creature gets +2/+2 and cannot block. EX Meltdown Sorc Destroy each artifact with total casting cost X or less. US Mob Justice Sorc 1 🥹 Mob Justice deals 1 damage to target player for each SH creature you control. Moon Assassin Su Goblin 2/1 20 Flip a coin. Then, if you win the flip, destroy target creature an opponent controls. Otherwise, destroy target Mogg Bombers Su Goblins 3/4 3 🚱 If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player. ́SН Mogg Conscripts Su Goblins 2/2 ۵ Mogg Conscripts cannot attack unless you have suc-TF cessfully cast a creature spell this turn. Mogg Fanatic Su Gohlin 1/1 Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player. TE **Mogg Flunkies** Su Goblins 3/3 10 Flunkies cannot attack or block during a turn ir Mogq which no other creature you control attacks or blocks.SH Mogg Infestation Sorc 3.00 0 Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures. Mogg Maniac Su Goblin 1/1 10 Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent. SH Mogg Raider Su Goblin 1/1 Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. TE Mooo Souad Su Goblins 3/3 1.00 Mogg Squad gets -1/-1 for each other creature in play. ŤĒ Molten Hydra Su Hydra 1/11.00 1 @@: Put a +1/+1 counter on Molten Hydra. @, Remove all +1/+1 counters from Molten Hydra: Molten Hydra deals 1 damage to target creature or player for ŨL. each +1/+1 coupter removed this way. Mons's Goblin Raiders Su Goblins 5E Monstrous Hound So Hound 4/4 30 Monstrous Hound cannot attack unless you control more

lands than defending player. Monstrous Hound cannot block unless you control more lands than attacking EX player. Mountain Goat Su Goat 6 5E Mountainwalk. No Quarter Ench 30 Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the TE lesser power. **Oath of Mages** Ench ð. 🏟 During each player's upkeep, if that player has less life than target opponent, he or she may have Oath of FX Mages deal 1 damage to that opponent. Opre Shaman Su Ogre 3/3 300 Discard a card at random: Ogre Shaman deals 2 EX damage to target creature or player. **Okk** Su Goblin... 4/4 1 Okk cannot attack unless a creature with greater power also attacks. Okk cannot block unless a creature with greater power also blocks. US Onslaught Each Whenever you successfully cast a creature spell, tap EX target creature. Opportunist Su Soldier 2/2 2.00 . Opportunist deals 1 damage to target creature that was damaged this turn. TE **Orcish Artillerv** 1/3Su Orcs 1.00 S: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. •If all targeted portions of an effect fizzle, the nontargeted portions don't do anything either. So if the part of the effect that deals 2 damage fizzles, you don't take the 3 5E damage. **Orcish Captain** Su Orc 1/1 Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn. 5F **Orcish Conscripts** Su Ores 2/2 Orcish Conscripts cannot attack unless at least two other creatures do. Orcish Conscripts cannot be assigned to block any creature unless at least two other creatures do. 5E**Orcish Farmer** Su Orc 2/2 100 : Target land is a swamp until its controller's next 5E untan phase. **Drcish Driflamme** Ench 3.2 Attacking creatures you control get +1/+0. 5E **Orcish Squatters** Su Ares 2/3 4.00 0 : Gain control of target land defending player controls as long as you control Orcish Squatters. Orcish Squatters deals no combat damage this turn. Use this ability only if Orcish Squatters is attacking and unblocked and only once each turn. 5F Su Orgg Oraa 6/6 300 Trample, Orgg cannot attack if defending player controls an untapped creature with power 3 or greater. Orgg cannot be assigned to block any creature with power 3 or greater. • If you attempt to declare Orgg as an attacker, it only ignores tapped creatures the defending player controls. Untapped creatures that couldn't be assigned to block Orgg (shadow creatures, for instance) still prevent it from attacking. 5Ē Outmaneuver Inst . X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn. UŠ */3 Pallimud Su Beast 2 3 Pallimud has power equal to the number of tapped lands target opponent controls. TE Pandemonium Ench Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player. FX Panic Inst Play Panic only during combat before blockers are declared. Target creature cannot block this turn. Draw a card at the beginning of the next turn. 5E Parch 1 3 Inst Choose one-Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue ш creature. Paroxysm EC 1 @ During the upkeep of enchanted creature's controller. reveal the top card of that player's library to all players. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. (Return the card to the top of the player's library, feee down) EX **Price of Progress** Inst 1.00 Price of Progress deals 2 damage to each player for ĒΧ each nonbasic land he or she controls. Primordial Ooze Su Ooze Primordial Ooze attacks each turn if able. During your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay X, where X is equal to the number of these counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Title Title Pygmy Pyrosaur Su Lizard Shadowstorm 1/1 1 Pygmy Pyrosaur cannot block. @: Pygmy Pyrosaur Shadowstorm deals 2 damage to each creature with gets +1/+0 until end of turn. Do not judge a lizard by shadow **Shard Phoenix** its size IH **Pyroblast** Intr 1 Counter target spell if it is blue, or destroy target perma-nent if it is blue. (If this spell targets a permanent, play it as an instant.) • See Hydroblast for related rulings. 5E each creature without flying. Pyromancy Ench Shatter 3, Discard a card at random: Pyromancy deals to Destroy target artifact. target creature or player damage equal to the total casting cost of the discarded card. UL **Pyrotechnics** Sore 4 9 Shatterstorm Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players. • You must distribute all 4 damage cannot be regenerated this turn. but you can't assign O damage to a target. So this Shiv's Embrace spell has an effective maximum of four targets, even though this isn't explicit in the text. 5E **Back and Buin** Inst 20 Shivan Dragon UL Destroy two target artifacts. Raging Goblin Su Goblin 1/1 Raging Goblin is unaffected by summoning sickness. Shivan Hellkite Rain of Salt creature or player. Sore 4 2 2 Destroy two target lands US Shivan Phoenix Rathi Dragon Su Dragon 5/5 200 Flying. When Rathi Dragon comes into play, sacrifice TF two mountains or sacrifice Rathi Dragon. Shivan Raptor Ravenous Baboons Su Apes 2/2 3.0 When Ravenous Baboons comes into play, destroy tarmoning sickness. get nonbasic land. EX Shock Raze Sorc 6 At the time you play Raze, sacrifice a land. Destroy tar get land. IIS **Reckless Ogre** Su Ogre 3/2 3.0 If Reckless Ogre attacks and no other creatures do, it gets +3/+0 until end of turn. as he or she had before. EX **Shower of Sparks** Reflexes FC: 1 US and 1 damage to target player. Enchanted creature gains first strike. Sluggishness Renegade Warlord Su Soldier 3/3 4 3 First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. TE Su Viashino 3/3 200 to owner's hand. Retromancer Whenever Retromancer is the target of a spell or ability, Smoke Retromancer deals 3 damage to that spell or ability's . NS controller. Rivalry 20 Ench During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to III. him or her. **Bolling Thunder** Sare X 🖓 🆓 then none of them untap. Rolling Thunder deals X damage divided any way you **Sneak Attack** choose among any number of target creatures and/or TF players. Ruination Sarc 30 Destroy all nonbasic lands. SH creature. Rumbling Crescendo Ench 300 Sonic Burst During your upkeep, you may put a verse counter on Rumbling Crescendo. @, Sacrifice Rumbling to target creature or player. Crescendo: Destroy up to X target lands, where X Spellshock is the number of verse counters on Rumbling IIS Crescendo. Sabertooth Wyvern Su Drake (š 🍘 Flying, first strike FX. Sabretooth Tiger Su Tiaer 20 First strike. 5E Sandstone Warrior Su Soldier 1/3200 creature. First strike. (): Sandstone Warrior gets +1/+0 until end Starke of Rath TE of turn. Scald Ench 10 Whenever a player taps an island for mana, Scald deals Steam Blast 1 damage to that player. US Scalding Salamander Su Salamander 2/1 20 player. O : Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is Stone Giant EX attacking and only once each turn. **Scorched Earth** Sore X Choose and discard X land cards: Destroy X target and toughness properly. TE lands. Stone Rain Scoria Wurm Su Wurm 4 9 7/7 Destroy target land. During your upkeep, flip a coin. If you lose the flip, Stone Spirit us return Scoria Wurm to owner's band. Scrap Inst 20 Stun IIS Destroy target artifact. Cycling 2. **Searing Touch** Inst 9 Buyback & . Searing Touch deals 1 damage to target Sudden Impact creature or player. TE Sorc **Seething Anger** ۲ each card in his or her hand. Buyback 3. Target creature gets +3/+0 until end of Sulfuric Vapors SH tum. Seismic Assault Ench 000 Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player. EX

Su Phoenix 2/2 4.0 Flying. @ @ : Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your raveyard and only during your upkeep. Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to SH Inst 5F TF Shattering Pulse Inst Buyback @. Destroy target artifact. 10 EX 222 Sorc Destroy all artifacts. Creatures destroyed in this way 5E EC 222 Enchanted creature gets +2/+2 and gains flying. US Enchanted creature gets +1/+0 until end of turn. Su Dragon 5/5 400 Flying. 🐲 Shivan Dragon gets +1/+0 until end of turn. 5E Su Dragon 5/5 522 Flying, 1 @: Shivan Hellkite deals 1 damage to target **HS** Su Phoenix 3/4 4 2 2 Flying. When Shivan Phoenix is put into a graveyard from play, return Shivan Phoenix to owner's hand. UL Su Lizard 3/1 20 First strike, echo. Shivan Raptor is unaffected by sum-IIS Inst Shock deals 2 damage to target creature or player. SH Shocker Su Insect 1/1 3 4 or her hand, then draws a new hand of as many cards Inst Shower of Sparks deals 1 damage to target creature 115 EC de la Enchanted creature cannot block. When Sluggishness is put into a graveyard from play, return Sluggishness UL Ench 00 Players cannot untap more than one creature during their untap phases. • See Winter Orb for related rulings. • When you choose a creature, you're choosing from among those creatures that would have untaoned otherwise. For example, you can't decline to untap Coffin Queen, and then choose the Queen as the one creature for Smoke. If none of your creatures would have untapped otherwise, 5E Ench Choose a creature card from your hand and put that creature into play. The creature is unaffected by summoning sickness. At end of turn, sacrifice the ้บร Inst 1 2 Discard a card at random: Sonic Burst deals 4 damage FY 0 Ench Whenever any player successfully casts a spell, Spellshock deals 2 damage to him or her. EX Spitting Hydra Su Hydra O/O 300 Spitting Hydra comes into play with four +1/+1 coun-300 ters on it. 1 @, Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target Su Legend 2/2 1 2 2 @: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath. TE Sorc 2 2 Steam Blast deals 2 damage to each creature and lis Su Giant 3/4 200 C: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature. • Stone Giant can target itself with its ability if you can adjust its power 5F Sorc 2.2 5E,TE Su Spirit 4/3 56 Stone Spirit cannot be blocked by creatures with flying. Inst 1 0 Target creature cannot block this turn. Draw a card •See "Cantrip" in the Rules Summary section. TF Inst 3.0 Sudden Impact deals 1 damage to target player for TE Ench 3.2 Whenever a red spell deals damage, it instead deals that amount of damage plus 1. "Spells and abilities deal damage when they resolve, and any relevant effects trigger at that time. Therefore, Sulfuric Vapors

Sare

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MS - Mana Source

Su - Summon

Each - Enchantment

Inst - Instant

Sor - Sorcerv

Tille .	little.	IN I	GUSI	time		(Abs	671	0000
increases damage being tion abilities are played. Tehengerth's Page		damage	US		a creature co	Ench omes into play reature's tough		(3 ** rour control, US
Tahngarth's Rage As long as enchanted crea +3/+0. Otherwise, it gets		king, it (jets TE	Angelic	Gurator tection from	Su Spirit	1/1	®.₩ IL
Thundering Giant	Su Giant	4/3	300	Angelic	-	Su Spirit	1/1	1*
Thundering Giant is unaffect Tooth and Claw	ed by summor Ench	ning sickr	iess. US		Target attac il end of turn	king or blockin	g creat	ure gets US
Sacrifice two creatures: P	Put a Carnivor		into play.		Protector		2/2	@*
Treat this token as a 3/1 Torch Song			TE 2 🍘			tor becomes t		
During your upkeep, you i			ter on	Angry N		+0/+3 until en ⊦Su Mob2+		***
Torch Song. 2 🏶, Sacrifi deals X damage to target				Trample. Di	uring your tur	m, Angry Mob o 2 plus the nu	has pow	
the number of verse coun			US			uring other tur		y Mob has
Viashino Bey Su When Viashino Bey attac	u Viashino ka all creatu	4/3	2 2 2	power and Animate		ach equal to 2.		5E
attack if able.	No, all cicatu	iics you	UL			EC chanted creatu	ire can	attack as
Viashino Cutthroat s		5/3	200		vere not a W			5E
Viashino Cutthroat is una ness. At end of turn, retu				Anoint Buyback	3. Prevent u	Inst ip to 3 damagi	e to any	/ creature.
owner's hand.			UL	Russessu	For Burrow			TE
Viashino Heretic So 1 @, ©: Destroy targe		1/3 Ishino He	2 🖗 eretic	Arenson *, Sacrifi		Ench ntment: Destro	v target	2 * t enchant-
deals to that artifact's co	ntroller dam		al to the	ment. 34		r target encha		
artifact's total casting co Viashino Outrider S		4/3	UL 2 🎱	Armager		Sorc		3*
Echo.		470	US	Destroy all	lands.			5E
Viashino Runner S		3/2	3 2	Armor o Enchanted		EC ts +1/+1. ★: I	Enchant	* ted crea-
Viashino Runner cannot be b Viashino Sandscout (2/1	1 2	ture gets +	+0/+1 until e			5E
Viashino Sandsceut is un	affected by s	summoni	ng sick-	Armor S Fach Sliver		Su Sliver This creature g	2/2 1ets +0.	2 * /+1 until
ness. At end of turn, retu owner's hand.	im Viashino 3	Sandscol	IT TO UL	end of turn	1."		1010 . 01	TE
Viashino Sandswimmer		3/2	233	Armored Flying.	Pegasus	Su Pegasus	1/2	1 * TE
Flip a coin. If you wir Sandswimmer to owner's				Auraton		Su Atog	1/2	1*
Viashino Sandswimmer.		1100, 000	US	Sacrifice a		ent: Auratog ge	ts +2/+	+2 until
Viashino Weaponsmith Whenever a creature bloc		2/2 n Weanr	3 😮	end of turr Avengin		Su Angel	3/3	3**
gets $+2/+2$ until end of t		o ascahr	US	Flying. If A	venging Ange	el is put into a	ny grave	
Vug Lizard	Su Lizard	3/4	I D D	play, you n library.	nay put Aven	iging Angel on	top of c	owner's TE
Echo, mountainwalk. Wall of Diffusion	Su Wall	0/5	1 2			Su Bureaucrata		1*
Wall of Diffusion can bloc	k creatures v			©: lap tai Bandaqu	*	with power 2 Inst	or less.	5E
Wall of Fire #: Wall of Fire gets +1/-	Su Wall	0/5 of turn	1 2 2 5E			ny creature or	player.	
Wall of Razors	Su Wall	4/1	10	card. Benalist	Hora	Su Horn	1/1	SH *
First strike.	0	0.40	SH	Banding.	1 11610	Su Hero	1/1	5E
Wall of Stone	Su Wall	0/8	1 2 2 5E		Reversal			1*
Wild Wurm	Su Wurm	5/4	30	Blessed	4 4 54	eature attackin Inst	g you.	UL +1 *
When Wild Wurm comes lose the flip, return Wild				Gain 1 life		rd at the begin	ining o	f next
Wildfire	Sarc		422	turn. Rimking	Sairit Su B	linking Spirit	2/2	5E
Each player sacrifices fou damage to each creature.		Wildfire	deals 4			irit to owner's		5E
Winds of Change	Sorc		3	Brainwa		EG nnot attack this	s turn u	*
Each player shuffles his library, then draws a new					pays an addit		s cui ii u	5E
he or she had before. • E	Each player o	fraws th	e same	Brilliant	Halo	EC	n Drillia	1*
number of cards as he o own library. This is typic						ts +1/+2. Whe om play, return		rt Halo to
player held when resolut	ion began, bi	ut not ne	cessarily. 5E	owner's ha	nd. I Energy	Inst		US *
Word of Blasting	Inst		13		et permaner	Inst nt.		UL.
Destroy target Wall. That turn. Word of Blasting d				Calming		Su Licid	2/2	.2*
an amount of damage en			al cast-			loses all abiliti that reads "Er		
ing cost.		ومرادر معرف مرد	5E			of a creature. ure. You may p		
W		161 (52 185	4 1			rifying Licid fo		
alder for the o			eteraturatur	Caribou	Range	EL		2**
Abbey Gargoyles Su Flying, protection from re		3/4 @	*** 5E			u control. 🗰 🕯 ken into play. 1		
Absolute Grace	Ench		· *	a 0/1 whit		Sacrifice a Car		ken: Gain
All creatures gain protecti Absolute Law		К.	US	1 life.		Ench		5E 3 *
All creatures gain protecti	Ench ion from red.		US	Each untap		Ench e you control g	ets +0/	+2 unless
	Su Soldier	1/1 first strik	*	it is attack	-	P		5E
First strike. *: Target cri end of turn.	acure gains i	nrst strik	te until TE	Cataciys Each playe		Sorc om the perman	ierits he	<pre></pre>
Akron LegionnaireSu			**	controls an		creature, an en		
Except for Legionnaires a you control cannot attack		eatures,	creatures 5E	Catastro		Sorc		4 * *
Alabaster Potion	Inst		**			creatures. Crea	itures d	estroyed

creature or player. Inst Buyback 3. Destroy target enchantment. Annelic Blessing Some Target creature gets +3/+3 and gains flying until end

EC - Enchant Creature

Intr - Interrupt

an artifact, a creature, an enchantment, and a d sacrifices the rest. all lands or all creatures. Creatures destroyed this way cannot regenerate this turn. Target player gains X life, or prevent X damage to any 5E Cessation Enchanted creature cannot attack. When Cessation is 1 H put into a graveyard from play, return Cessation to EX owner's hand. 2 × Change of Heart EX **5E - Fifth Edition** SH - Stronghold TE - Tempest EX - Exodus

Inst Buyback 3. Target creature cannot attack this turn. SH

Type

FC

US

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life.

turn

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destroy target enchantment.

antemolation

Convalescence

to owner's hand.

CoP: Black

CoP: Blue

CoP: Green

CoP Red

CoP: Shadow

CoP: White

Crusade

CoP: Artifacts

US - Urza's Saga

UL - Urza's Legacy

Harpist cannot destroy other types of local enchant- ments that happen to be on a creature. Cards which "Enchant Permanent," such as Confiscate, cannot be targeted by this ability. UL	Hero's Resolve Enchanted creature Hidden Retreat Choose a card in you
Disciple of Grace Su Cleric 1/2 1* Protection from black. Cycling 2. US	library: Prevent all da High Ground
Disciple of Law Su Cleric 1/2 1 * Protection from red. Cycling 2, US	Each creature you o creature.
Disenchant Inst I * Destroy target artifact or enchantment. 5E,TE,US	Hipparion Hipparion cannot be power 3 or greater u
Divine Offering Inst ** Destroy target artifact. Gain an amount of life equal to that artifact's total casting cast. *Nontargeted parts of an effect only care whether the targeted parts fizzle, not whether they actually accomplish anything. So you gain the life even if the target artifact is a creature and regenerates, for example. 5E Bivine Transformation EC 2 ** Enchanted creature gets +3/+3. 5E Oust Sorc 3 ** Remove two target artifacts from the game. 5E	Holy Strength Enchanted creature Honor Guard ge Hope and Gior Untap tvo target c until end of turn. Humble Each creature lose until end of turn.
y	DUELIST

Chief and the second blocking creature. HS Elite Javelineer Su Soldier 2/2 2 ***** If Elite Javelineer blocks, it deals 1 damage to target TE attacking creature. Inst * Remove target enchantment from the game. . Erase removes the enchantment from the game instead of sending it to the graveyard. Enchantments such as Brilliant Halo do not go to the gravevard when Erase's ability resolves, so they do not return to their owner's 111 hand. Exalted Drapon Su Dragon 5/5 4 ** Flying. Each turn, Exalted Dragon cannot attack unless vou sacrifice a land. FX Expendable Troops Su Soldiers 2/1 (t) 🙀 O, Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creaш ture. Eve for an Eve ** Inst Play only when a creature, spell, or effect assigns damage to you. Eye for an Eye deals an equal amount of damage to that source's controller. . Eye for an Eye is played at the beginning of damage prevention. The resulting damage is therefore included in the same damage-prevention step that includes the original damage that allowed this spell to be played. • This isn't a targeted spell. Eye for an Eye deals damage based on the amount of damage the creature, spell, or effect assigned to you. Note that preventing the damage with automatic effects such as protection doesn't reduce the damage dealt by Eye for an Eye. 5F Su Cleric Faith Healer * Sacrifice an enchantment: Gain life equal to the sacri-IIS ficed enchantment's total casting cost. Field of Souls Ench 2** Whenever a nontoken creature is put into your grave-yard from play, put an Essence token into play. Treat this token as a 1/1 white creature with flying. TF **Flickering Ward** EC When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. *: Return Flickering Ward to owner's hand TF Gallantry ** Target blocking creature gets +4/+4 until end of turn. TE Draw a card. Gerrard's Battle Cry Ench 2 *: All creatures you control get +1/+1 until end of TE tum. **Glorious** Anthem Ench ** US All creatures you control get +1/+1. Greater Realm of Preservation Ench 1 × 1 *: Prevent all damage to you from a black or red source. (Treat further damage from that source normally.) • See CoP: Artifacts for related rulings. 5E Hanna's Custody Fach ② 半 Artifacts cannot be the target of spells or abilities. TE Inst * Prevent 1 damage to any creature or player. Draw a card at the beginning of the next turn. 5E **Healing Salve** Inst Choose one -Target player gains 3 life; or prevent up to 3 damage to a creature or player. . Healing Salve is a modal spell, with each mode being legal at different times. Outside of damage prevention, Healing Salve is legal to play only to have a player gain life. During damage prevention, it's legal to play only to prever damage 5F IIS Herald of Serra Su Angel 3/4 2** Flying, echo. Attacking does not cause Herald of Serra US to tap. 1 1 EC gets +1/+5. TF Each 2 * ir hand and out it on top of your amage from an instant or sorcery. SH Ench control may block one additional FX Su Hipparien 1/3 16 ***** assigned to block any creature with inless you pay an additional 🛞 5E FC 44 gets +1/+2. 5E Su Soldier 1/1 afe SH ets +0/+1 until end of turn. Inst 4.44 reatures. Each of them gets +1/+1 UL Inst 1 × s all abilities and is a 0/1 creature Humble only removes abilities, not

Tille

Elite Archers

Cost

17. *****

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1/1

arging Paladin Su Knight

Destroy target enchantment. Cycling 2.

S: Prevent 1 damage to any creature or player.

Flving, When Cloudchaser Eagle comes into play,

Whenever you successfully cast a spell, gain 1 life.

During your upkeep, if you have 10 or less life, gain 1

Enchanted creature gets +1/+3. *: Return Conviction

2 : Prevent all damage to you from an artifact source.

can be played only if appropriate damage is being dealt, therefore only during damage prevention. «If new dam-

age is assigned during a damage-prevention step, it's

folded into the existing damage-prevention step rather

than starting a step of its own. So if a source assigns

damage more than once during damage prevention (typically from a triggered ability such as Manabarbs's)

1 : Prevent all damage to you from a black source

1 : Prevent all damage to you from a blue source.

1 : Prevent all damage to you from a green source

: Prevent all damage to you from a red source

1 : Prevent all damage to you from a creature with

shadow. (Treat further damage from that source nor-mally.) • See CoP: Artifacts for related rulings.

I : Prevent all damage to you from a white source.

(Treat further damage from that source normally.) • See

. D'Avenant Archer deals 1 damage to target attack-

Protection from red. You may play Defender of Law

Instead of the attacking player, you choose how crea-tures attacking you deal combat damage.

C: Destroy target creature enchantment. . Devout

(Treat further damage from that source normally.) • See CoP: Artifacts for related rulings. 5E,TE

(Treat further damage from that source normally.) . See

(Treat further damage from that source normally.) • See

(Treat further damage from that source normally.) • See

Ench

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Inst

1/2

2/1

he use of a Circle will prevent all of it.

CoP: Artifacts for related rulings.

CoP: Artifacts for related rulings.

CoP: Artifacts for related rulinos.

CoP: Artifacts for related rulinos.

All white creatures get +1/+1.

ing or blocking creature.

Protection from black.

Regenerate target creature.

Beath Ward

B'Avenant Archer Su Archer

Death Speakers Su Speakers

Defender of Law Su Knight

any time you could play an instant.

Defensive Formation Ench

Devout Harpist Su Townsfolk 1/1

(Treat further damage from that source normally.) • Spells and abilities that prevent or redirect damage

Target player gains 2 life for each creature in play. US

Cloudchaser Eagle Su Bird 2/2

If Charging Paladin attacks, it gets +D/+3 until end of

inst

Inst

Ench

Ench

FC

Ench

Su Cleric

Cost

5.4

РЛ

Su Soldiers 3/3

YER'S GUIDE CLE

Title

Title Туре

Pursuit of Knowledge Ench

descriptive text, such as "walls cannot attack." unblocked attacking creatures. It won't, for example, •Enchantments that just modify power and/or toughredirect damage dealt by abilities that happen to be ness or say "enchanted creature gains" don't have any further effect. The effects of other enchantments, such as Pacifism and Wanderlust, are still applied. •Spells and abilities played after Humble will adjust the creature's 0/1 power and toughness and allow it to gain abilities. However, counters that alter power and toughness have no effect. US Ench ** Each creature loses all abilities and is a 1/1 creature. •See Humble for related rulings. •If a creature has a "comes into play" ability, it occurs before the continuous effect of Humility removes that ability. •When calculating the power and toughness of creatures when both Humility and a card such as Nature's Revolt or Kor Chant Crusade are in play, apply the effects in the order the cards were played. Built-in abilities of a creature and any counters on the creature are applied first. Then, apply all external effects in the order they entered play. This results in counters and abilities such as Skyshroud Elite's having no effect whatsoever on the TE creature's final power and toughness. loatian Phalanx Su Soldiers 2/4 Banding, 5E Inatian Scout Su Soldier 1/1 1, Q: Target creature gains first strike until end of 5E turn. Icatian Town Sare 马来 Put four Citizen tokens into play. Treat these tokens as 1/1 white creatures. 5F Intrenid Hero Su Soldier Science in the second s nvulnerabilit Inst ** Buyback 3. Prevent all damage to you from one source. (Treat further damage from that source nor TE mally.) Iron Will Inst Target creature gets +0/+4 until end of turn. ŧ١ Cycling 2 Ench 1.45 Skip drawing a card: Until the beginning of your next turn, only creatures with flying or islandwalk can attack you. Use this ability only during your draw phase and only once each turn. . If you draw more than one card during the draw phase, you can delay using the Sanctuary as long as you want, to draw as many cards as possible before having to decide whether to play its ability. • Once you've skipped a draw to pay for this ability, the effect enchantment. will last for the stated duration, even if the Sanctuary is removed later. 5F Ivory Guardians Su Guardians 3/3 4 * Protection from red. As long as any opponent controls any red cards in play, all Guardians get +1/+1. 5E Ench 2** During your upkeep, pay ** or sacrifice Justice. Whenever any red creature or spell assigns damage Justice deals an equal amount of damage to that creature's or spell's controller. . This ability triggers when damage is assigned, not when it's successfully dealt. Preventing some or all of the damage that's assigned doesn't affect the damage dealt by Justice. The damage dealt by Justice is handled during the same damage prevention step as the damage that 5E triaaered it Ench 2** During each player's upkeep, Karma deals to that player an amount of damage equal to the number of swamps 5E he or she controls. Karmic Guide Su Spirit 2/2 ** Flying, protection from black; echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play. III Keeper of the Light Su Wizard 1/2 ★★ ★, �: Gain 3 life. Play this ability only if you have less EX. life than target opponent. Ench ·** Artifacts, creatures, and lands target player controls come into play tapped. . Kismet affects all artifacts, creatures, and lands that its target puts into play, regardless of how they are put into play. They will enter play tapped even if an effect another player controls puts them into play. For example, this will apply to a land played via Untamed Wilds, or a creature put into play via Animate Dead. • These permanents simply enter play tapped; they don't enter play Soldier. untapped and then become tapped. Thus, abilities that trigger when something becomes tapped aren't triggered. •When something phases in, all abilities that modify how it comes into play are ignored, along with those that trigger because it comes into play. Thus, Kismet doesn't cause permanents to phase in tapped. 5E ran Roval Guard Su Soldiers 2/5 🔄 Redirect from you to Kjeldoran Royal Guard all combat damage dealt by unblocked creatures this turn. • This ability redirects only combat damage dealt by

Tille

Type

used during combat. • Kjeldoran Royal Guard redirects all such damage that's being dealt to you or that's dealt to you later in the turn. Damage that was already dealt to you isn't redirected. Remember that damage can be redirected to something only if it's in play when the 5F redirection effect resolves. tain Su Soldier 2/2 aran Skvr 准 兼 5E Banding, flying, first strike, Kninht at Nawn Su Knight 2/2 *** First strike. **: Knight of Dawn gains protection from the color of your choice until end of turn. TE Fnch 2* All creatures you control gain first strike. UL Inst 2.* Redirect to target creature all damage dealt to any one creature you control from any one source. FX ancers en-Kor Su Soldiers 3/3 3** Trample. 0 : Redirect 1 damage from Lancers en-Kor to a creature you control. SH inht of Day Ench 海安 Black creatures cannot attack or block. TE Limited Resources Ench * When Limited Resources comes into play, each player chooses five lands he or she controls and sacrifices the rest. As long as there are ten or more lands in play, FX players cannot play lands. Marhle Titan Su Giant 3/3 3 # Creatures with power 3 or greater do not untap during ŤE their controllers' untap phases. Martyr's Cause Ench 2 * Sacrifice a creature: Prevent all damage to a creature or player from one source. (Treat further damage from that source normally.) III. life. Master Decov Su Soldier 1/2 1* ♣, �: Tap target creature. TE Mesa Falcon Su Falcon 1/1 1 4 Flying. 1 *: Mesa Falcon gets +0/+1 until end of turn.5E Mesa Pegasus Su Pegasus 1/1 1* Banding, flying. 5E Monk Idealiet Su Cleric 2/2 2* When Monk Idealist comes into play, return target enchantment card from your graveyard to your hand US Annk Realist Su Cleric 1/1 1* When Monk Realist comes into play, destroy target US Mother of Runes Su Cleric C: Target creature you control gains protection from UL. a color of your choice until end of turn. Mounted Archers Su Soldiers 9/3 3 * Mounted Archers can block creatures with fiving. * Mounted Archers can block an additional creature this turn. (All blocking assignments must still be legal.) TF Normads en-Kor Su Soldiers 1/1 0 : Redirect 1 damage from Nomads en-Kor to a crea-SH ture you control. **Dath of Lienes** Fach During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play under his or her control. The player shuffles his or her library afterwards. FΧ **Opal Acrolith** Ench 2* Whenever one of your opponents successfully casts a crea-ture spell, if Opal Acrolith is an enchantment, Opal Acrolith becomes a 2/4 creature that counts as a Guardian. O : IIS Opal Acrolith becomes an enchantment. pal Archangel Ench 4 * When one of your opponents successfully casts a crea-ture spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 creature with flying that counts as an Angel. Attacking does not cause Opal us Archangel to tap. **Opal Avenger** Ench 0 * When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 creature that counts as a Guardian. UL. oal Carvatid Ench turn. When one of your opponents successfully casts a creature spell, if Onal Carvatid is an enchantment, Onal Caryatid becomes a 2/2 creature that counts as a US **Opal Champion** 2 * Ench When one of your opponents successfully casts a creature spell, if Opal Champion is an enchantment. Opal Champion becomes a 3/3 creature with first IH strike that counts as a Knight. **Gpal Gargoyle** Ench 1 * When one of your opponents successfully casts a creature spell, if Opal Gargoyle is an enchantment, Opal Gargoyle becomes a 2/2 creature with flying that counts as a Gargoyle US Destroy all artifacts and enchantments

2 * * Ench When one of your opponents successfully casts a creature spell, if Opal Titan is an enchantment, Opal Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant. IIS Oracle en-Vec Su Wizard 1/1 ** Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn. TE nier of li cred Torch Su Paladin 2/2 *** Pay 1 life: Counter target black spell. Play this ability as an interrupt. 5E Order of the White ShieldSu Knights 2/1 Protection from black. *: Order of the White Shield gets first strike until end of turn. **: Order of the White Shield gets +1/+0 until end of turn. 5E Orim. Samite HealerSu Legend 1/3 *** Orim, Samite Healer counts as a Cleric. I Prevent up Orim, Samite Healer counts as a Cleric. I Prevent up TE to 3 damage to any creature or player. **Orim's Praver** Ench ** If any creatures attack you, gain 1 life for each attack-TE ing creature. acifiem FC 16 **4** Enchanted creature cannot attack or block. TE.US Paladin en-Vec Su Knight 2/2 *** First strike, protection from black, protection from red. EX Pariah EC 2* Redirect to enchanted creature all damage dealt to you. **IIS** Path of Peace Sorc 3.* Destroy target creature. That creature's owner gains 4 US Peace and Quiet Inst 1.* Destroy two target enchantments. UL. Peace of Mind Ench 1* *, Choose and discard a card: Gain 3 life. EX Pearled Unicorn Su Unicorn 2/2 2* 5E Pegasus Charger Su Pegasus 2/1 2* Flying, first strike. IIS gasus Refuge Ench 3 * 2, Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying. See "Token" in the Rules Summary section. TF Pegasus Stampetie Surc Buyback-Sacrifice a land. Put a Pegasus token into play. EX white creature with flying. EX nasus Stamnede Penance Ench 2 * Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source, FX Personal Incarnation Su Avatar 6/6 3*** Personal Incarnation's owner may redirect any amount of damage from it to himself or herself. If Personal Incarnation is put into any graveyard from play, owner loses half his or her life, rounded up. • The destruction of a Personal Incarnation causes loss of life, which may not be prevented, redirected, and so on. A negative life total is considered to be 0 for all purposes except that of raising or lowering it, so if your life total is negative, it doesn't change. • This loss of life is a trigpered ability that follows the normal rules. For example it will interact normally with Creature Bond, so you can choose whether or not to take the Creature Bond dam-age before losing life. If two Personal Incarnations owned and controlled by the same player die at the same time, the abilities are played one at a time, so the player won't necessarily drop to 0 life. 5E Su Pikemen 1/1 1* 5E Banding, first strike. Planar Rirth ** Sore Put all basic lands from all graveyards into play under their owners' control, tapped IIS Planar Collaose Ench ** During your upkeep, if there are four or more creatures in play, sacrifice Planar Collapse and destroy all creatures. Those creatures cannot be regenerated this UL Presence of the Master Ench 3* Whenever a player plays an enchantment spell, counter •Enchantments are only countered if they are cast. Enchantments may still be put into play by other means, such as Show and Tell and Academy US Researchers. Prismatic Ward EC When you play Prismatic Ward, choose a color. All damage dealt to enchanted creature by sources of the chosen color is reduced to 0. . You may only choose one of the five Magic colors: white, blue, black, red, or green. 5E "Colorless" does not count as a color word. Sorc **

Skip drawing a card: Put a study counter on Pursuit of Knowledge. Remove three study counters from Pursuit of Knowledge, Sacrifice Pursuit of Knowledge: Draw SH seven cards Quickening Licid Su Licid 1/1 1 *, 🗢: Quickening Licid loses all abilities and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of any other type of permanent. Move Quickening Licid onto target creature. You may pay 🗰 to end this effect. TF See Transmogrifying Licid for related rulings. Radiant, Archangel Su Legend 3/3 3 Flying. Radiant, Archangel counts as an Angel. Attacking does not cause Radiant to tap. Radiant gets +1/+1 for each other creature with flying in play. UL Radiant's Dragoons Su Soldiers 2/5 1. A. Echo. When Radiant's Dragoons comes into play, gain 5 life. Radiant's Judoment Inst 2 4 Destroy target creature with power 4 or greater. UI. Cycling 2 Reaning the Rewards Inst Buyback-Sacrifice a land. Gain 2 life. EX Reconnaissance Ench 0 : Remove target attacking creature you control from combat and untap it. EX Redeer Inst 1 * Prevent all damage to one or two creatures. (Treat fur-US ther damage normally.) Remembrance Ench × * Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature card. If you do, reveal the card, put it into your hand, and shuffle your library afterward. US Sore 2 * Target creature deals to itself damage equal to its TE power. Repentant BlacksmithSu Smith * 1/2 5E Protection from red. **Reverse** Damage Inst ** All damage dealt to you so far this turn from one source is retroactively added to your life total instead of subtracted. (Treat further damage from that source normally.) • Reverse Damage may be played either during the damage-prevention step when the damage is dealt or later in the turn. If you play it later in the turn, side effects of the damage, if any, aren't undone. • If a single source dealt damage to you at different times over the turn, total the damage from that source so far this turn and reverse all of it. • Only unprevented damage is reversed, and reversing the damage prevents it. So playing more than one Reverse Damage isn't useful unless more damage is dealt to you after the first effect resolves. . Remember that mana burn is loss of life, not damage, so you can't regain it with Reverse Damage. • Reverse Damage doesn't cause you to gain life equal to twice the amount of damage dealt to you by that source so far this turn. Rather, the damage is considered to never have been assessed against your life total in the first place. You then gain life equal to the damage that would have been dealt. For example, if Reverse Damage is played while Forsaken Wastes is in play, your life total will be reset to what it "should" be, 5E though you won't gain life in addition to that. menoed Inst Target blocking creature gets +7/+7 until end of turn. 5E **Rolling Stones** Ench die Walls can attack as though they were not Walls. SH RoP: Artifacts Ench 1.* *: Prevent all damage to you from an artifact source. (Treat further damage from that source normally.) Cycling 2. • See CoP: Artifacts for related rulings. 115 RoP: Black Ench ** *: Prevent all damage to you from a black source. (Treat further damage from that source normally.) Cycling 2. • See CoP: Artifacts for related rulings. IIS Rop: Blue Ench 1.1 *: Prevent all damage to you from a blue source. (Treat further damage from that source normally.) Cycling 2. •See CoP: Artifacts for related rulings. 1JS Rop: Green Ench * * *: Prevent all damage to you from a green source. (Treat further damage from that source normally.) Cycling 2. • See CoP: Artifacts for related rulings. US RoP Lands Ench ** Prevent all damage to you from a land source. (Treat further damage from that source normally.) Cycling 2. • See CoP: Artifacts for related rulings. US RoP: Red Ench ** *: Prevent all damage to you from a red source. (Treat further damage from that source normally.) Cycling @. • See CoP: Artifacts for related rulings. US

MAY DHELTST AC - Artifact Creature Art - Artifact

MS - Mana Source Su - Summon

UL.

Inst - Instant

Ench - Enchantment Sor - Sorcerv

Tille Type P/T Cost	Title	Туре	P/T	Cost	Title	. б. Туре	P/T	Cost
RoP: White Ench #*	Shackles	EC		2*	Tranic Poet	Su Townsfolk	1/1	ale
			luring ite	27	©, Sacrifice Tragic			nent
*: Prevent all damage to you from a white source. (Treat further damage from that source normally.)	Enchanted creature d				card from your grav			UL
	controller's untap pha	se. w. Retuin	OLIGUNICS LU	EX				
Cycling 2. • See CoP: Artifacts for related rulings. US	owner's hand.				Treasure Hunte			2*
Sacred Boon Inst 🐠 🛠	Shaman <i>en-</i> Kor	Su Cleric	1/2	**	When Treasure Hunt			
Prevent up to 3 damage to target creature. At end of	0 : Redirect 1 damag				return target artifac	it card from your	graveyard t	
turn, put a +0/+1 counter on that creature for each 1	ture you control. 🗊 🕯				your hand.			EX
damage prevented in this way. 5E	damage dealt to any (one creature fro	om any one		Truce	Inst		當来
Sacred Ground Ench 🐠 🕸	-			SH	Each player may dra			
Whenever an effect controlled by any opponent puts a	Shield Bearer	Su Soldier	0/3	* *	less than two any pla	ayer draws, that p	layer gains 2	
land into your graveyard from play, put that land into	Banding.			5E				5E
play. SH	Shield Mate	Su Soldier	1/1	*	Tundra Wolves	Su Wolves	1/1	*
Sacred Guide Su Cleric 1/1 *	Sacrifice Shield Mate:	Target creature	e gets +0/+	4 until	First strike.			5E
1 *, Sacrifice Sacred Guide: Reveal cards from the	end of turn.		-	EX	Venerable Moni	Su Cleric	2/2	*
top of your library until you reveal a white card. Put	Shield Wall	Inst		**	When Venerable Mon			
that card into your hand. Remove all other revealed	All creatures you contr		ntil end of tw		Voice of Grace		-	*
cards from the game. TE						Su Angel	LIL	US
Safeguard Ench 🐲 *	Shimmering Bar		1/3	*	Flying, protection fro			
2 *: Target creature deals no combat damage this	First strike, cycling 2			US	Voice of Law	Su Angel	2/2	**
turn. TE	Silent Attendant	Su Cleric	0/2	2*	Flying, protection fro			US
Samite Blessing EC 😽	👁: Gain 1 life.			US	Wall of Essence			⊕*
Enchanted creature gains. "C: Prevent all damage to	Skyshroud Falco		1/1	*	For each 1 combat d	lamage dealt to V	fall of Essen	
any creature from any one source." SH	Flying. Attacking does	i not cause Sky	shroud Falco		gain 1 life.			SH
Ma	tap.			SH	Wall of Nets	Su Wall	0/7 18	**
	Smite	Inst		*	At end of combat, r	emove from the	game all cre	-se
	Destroy target blocke	d creature.		SH	tures blocked by Wa			
Sanctum Custodian Su Cleric 1/2 🛛 🛠	Softari Champio		2/2	∅ *	play, return to play	under their own	ers ' control a	all
Prevent up to 2 damage to a creature or player. US	Shadow. If Soltari Cha				creatures removed			Nets.
Sanctum Guardian Su Soldier 1/4 1 **	you control get +1/+			SH				EX
Sacrifice Sanctum Guardian: Prevent all damage to a	Softari Crusadei			2*	Wall of Swords	Su Wall	3/5	3.*
creature or player from one source. (Treat further dam-	Shadow. 1 *: Solta		2/1 : +1/+0 unti		Flying.			5E
age from that source normally.)	of turn.	n orusauer yets	r n≖o unu	ir ena TE	Warmth	Ench		*
Scapegoat Inst *		0.0.0	0.4		Whenever target opp			
Sacrifice a creature: Return any number of target crea-	Soltari Emissary		2/1	1*	spell, gain 2 life.	Jonenii ausseaarui	y 64818 a 161	TE
tures you control to owner's hand, SH	✤: Soltari Emissary g		til end of tur	n. TE		O. Annul	0.0	
Seasoned Marshal Su Soldier 2/2 🐲*	Soltari Foot Soldi	er Su Soldier	1/1	*	Warrior Angel	Su Angel		**
Whenever Seasoned Marshal attacks, you may tap tar-	Shadow.			TE	Flying. For each 1 da	amage warnor An	gel deals, ga	
get creature.	Soltari Lancer	Su Knight	2/2	2*	life.			SH
gotorentation	Shadow. First strike v			TE	Warrier en-Kor			**
an infat it is it	Soltari Monk	Su Cleric	2/1	**	0 : Redirect 1 dama	ige from Warrior	<i>en-</i> Kor to a c	
Flying. Whenever any creature Seraph damaged this	Protection from black		611	TE	ture you control.			SH
turn is put into any graveyard, put that creature into	Soltari Priest		0/4		Waylay	Inst		2×
play under your control at end of turn. Sacrifice the creature if you lose control of Seraph. <i>•If a creature</i>		Su Cleric	2/1	**	Put three Knight tok	ens into play. Trea	it these toke	ns as
damaged by Seraph leaves its owner's graveyard	Protection from red, s			TE	2/2 white creatures.	Remove them fro	im the game	
before the Seraph's effect resolves, the effect will do	Soltari Trooper	Su Soldier	. 1/1	*	end of turn.			US
nothing to it, even if the creature has returned to	Shadow. If Soltari Tro	oper attacks, it	gets +1/+1		Welkin Hawk	Su Bird	1/1	*
the graveyard. • Whether the creature is a creature	end of turn.			TE	Flying, If Welkin Hav	vk is put into anv	graveyard fr	om
card is unimportant. For example, if an Assembly	Soltari Visionary	Su Cleric	2/2	\$ * *	play, you may search			
Worker damaged by your Seraph is destroyed, the	Shadow. If Soltari Vis			destroy	card, reveal that car			
Seraph effect will put the Mishra's Factory card into	target enchantment t	hat player contr	rols.	EX	hand. Shuffle your li			EX
play under your control. • The ability triggers when	Senastitcher	Su Cleric	1/1	*	White Knight	Su Knight	2/2	**
an appropriate creature is put into any graveyard,	1 *: Target attackir			s no	First strike, protectio		647 65	5E
not when the Seraph damages a creature. Therefore,	combat damage this			US	Winds of Rath	Sorc	2	**
the player who controls the Seraph as the creature	Soul Sculptor	Su Townsfolk	1/1	2*	Destroy all creatures			
dies is the one who plays the ability at end of turn	1 *, ©: Target cre				Those creatures can			TE
and who gets control of the creature at that time.	and loses all abilities						u uno tum.	
This isn't necessarily the player who controlled the	creature spell.	unu a player e	accounting	US	Worship	Ench	. I Al	3*
Seraph when it damaged that creature. How the	Soul Warden	Su Cleric	1/1	*	Damage that would			
Seraph damaged the creature is unimportant.	Whenever any other				instead reduces it to			10
• Triggered portions of an effect don't care what	life.	steature comes	into play, ge	EX	 Worship doesn't pr what happens at the 			
happens prior to the effect's resolution. If you don't		00.1.0	0.00		subtracted from you			
control Seraph when the creature is put into play,	Spirit en-Kor	Su Spirit	2/2 Sociality on Ma	*	damage (Abyssal Sp			
this won't cause the creature to be destroyed. 5E	Flying, 1: Redirect 1	damage rrum	spirit erenu	SH	are unaffected, beca			
Serene Offering Inst 🛛 🕯 🕷	creature you control.			on	gered when the dar			
Destroy target enchantment. Gain life equal to that	Spirit Link	EC		*	applied to the playe			ŰS
enchantment's total casting cost. TE	For each 1 damage e				Worthy Cause	Inst		alis
Serra Avatar Su Avatar */* ***	life. • Gaining life is a				Buyback 2. Sacrific		n life erus) t	to the
Serra Avatar has power and toughness each equal to	ability granted to the Spirit Links on the st				sacrificed creature's			TE
your life total. When Serra Avatar is put into a grave-	Spirit Links on the se aive you life when th	ano urbaturo, b at creaturo do	als damann	You'ro	Wrath of God	Sorc	2%	**
yard, shuffle Serra Avatar into owner's library.	the one who gains the				Destroy all creatures			
Serra Bestiary EC **	the creature. Howeve				erated this turn. • Th			
During your upkeep, pay ** or sacrifice Serra Bestiary.	Link is in play at the	end of the an	propriate da	mage	deal damage, so pro			
Enchanted creature cannot attack, block, or play any abili-	prevention step. Prot				creature.	Contra In the Will	o mont buyb	5E
ty that includes I in its activation cost. 5E	damage of the appro				Vouthful Knicht	Pro Katalat	2/1	ال
Serra Paladin Su Paladin 2/2 @**	life from being gaine		and pro	5E	First strike.	t Su Knight	2/1	SH
•: Prevent 1 damage to any creature or player.	Soirit Mirror	Ench	đ	2**		0. 0.11	0./2	
1 **, 🗢: Attacking this turn does not cause target	During your upkeep.				Zealots en-Dal		2/4	**
creature to tap. 5E	in play, put a Reflec				During your upkeep,		manents you	
Serra Zealot Su Soldier 1/1 *	token as a 2/2 white				trol are white, gain '	I lite.		EX
First strike.	Reflection.			TE				
Serra's Embrace EC 2**	Standing Troops	Su Soldiors	1//	**				
Enchanted creature gets +2/+2 and gains flying.	Attacking does not ca							
Attacking does not cause enchanted creature to tap. US	Staunch Defende			3 **		1	~	
						la de	and the second se	
Serra's Hymn Ench * During your upkeep, you may put a verse counter on	When Staunch Defend					1		
Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to X	Sustainer of the F			**	h	Part of		
damage total to any number of creatures and/or play-	Flying. Whenever Su						a state of the sta	and and and and and and and and and and
ers, where X is the number of verse counters on Serra's	gets +0/+2 until end	1 UT LUTI), *388	narii, Silver	UL			5	
Hymn. US	for related rulings.		4.64			N T	they are	
75 X 7 75	Talon Sliver	Su Sliver	1/1	*				
	All Slivers gain first s	trike,		TE	•		Y	
During your upkeep, you may put a verse counter on Serra's Liturgy: *, Sacrifice Serra's Liturgy: Destroy up	Temper	Inst		* 1 *			1	
to X target artifacts and/or enchantments, where X is	Prevent up to X dama				- Alardan	/		
the number of verse counters on Serra's Liturgy.	damage prevented in	this way, put a	1 +1/+1 cou			1		
/	that creature.			SH				
							dimension.	200
							A State	AL. T



Rebirth

CLASSIC (TYPE I) BANNED* Mox Ruby Mox Sapphire Amulet of Quoz Bronze Tablet Recall Channel Regrowth Chaos Orb Contract from Below Darkpact Demonic Attorney **Divine Intervention** Falling Star Jeweled Bird Mind Twist Rebirth Shahrazad Tempest Efreet **Timmerian Fiends**

Cost

Balance

Berserk

Black Lotus

Braingeyser Bronze Tablet

Black Vise

Channel

Chaos Orb

Darkpact

Demonic Attorney

Divine Intervention

Library of Alexandria

Demonic Tutor

Falling Star Fastbond

lvory Tower Jeweled Bird

Mind Twist

Mirror Universe

Mox Emerald Mox Jet Mox Pearl

Fork

CLASSIC (TYPE I) RESTRICTED

Ancestral Recall Balance Berserk **Black Lotus** Black Vise Braingeyser **Demonic Tutor** Fastbond Fork lvory Tower Library of Alexandria Mirror Universe Mox Emerald Mox Jet Mox Pearl Mox Ruby Mox Sapphire Recall Regrowth Sol Ring Strip Mine Stroke of Genius Time Walk Timetwister Tolarian Academy **Underworld Dreams** Wheel of Fortune Windfall CLASSIC-RESTRICTED (TYPE 1.5) BANNED? Amulet of Quoz Ancestral Recall

lvory Tower Kird Ape Land Tax Mana Crypt Maze of Ith Mind Twist Regrowth Sol Ring Strip Mine Windfall Zuran Orb Contract from Below BANNED

> Lotus Petal **Tolarian Academy** Windfall

CONSTRUCTED BANNED Time Spiral WindFall

*Any ante card contained in any newly released card set

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Serendib Efreet Tolarian Academy Wheel of Fortune STANDARD (TYPE II) Dream Halls

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MAY 1999 DUELIST 113

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The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-falutin' mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and is likely to be closer to the median than to high <u>or</u> low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on where you are in the country. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

CARD-CONDITION

Mint-Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster may still be in mint condition but typically are not, unless they've been protected somehow since opening.

Near Mint-Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Revy Fine-Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70-90 percent of a mint/near mint version of the same card.

Time-Cards that have many minor defects-whitened corners, scratches, and scuff marks-but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60-80 percent of a mint/near mint version of the same card.

Cood—Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30–70 percent of a mint/near mint version of the same card.

Foor-Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition, cards that are not in limited supply have little or no value, Poor condition çards that are difficult to find in mint/near mint condition are worth about 10-50 percent of a mint/near mint version of the same card.

THE UPS AND DOWNS OF REPRINTS

15T-PRICE-IN

hen players opened their first *Ice Age* boosters, they were surprised to find several familiar cards among the new ones. Cards like Disenchant, Stone Rain, Dark Ritual, and basic lands—stuff that has since been included in many sets. The biggest surprise, however, was the return of Icy Manipulator, a card that was removed from the basic set because it was too powerful.

Those lucky enough to own earlier versions of Icy Manipulator were dismayed. What would happen to the value of their cards now that the same thing was available as an *Ice Age* uncommon? An unexpected thing happened. The price of and demand for Unlimited and Beta versions of the card went up!

A short while later, *Chronicles* was released. This set introduced no new cards. Instead, many of the old favorites were reprinted with the same art and white borders. This time around, the reprints not only decreased the value of the older versions of the cards, but also served to reduce interest in collecting out-of-print cards in general. Many old-time collectors remember the period between the *Legends* and *Chronicles* card sets as the golden age of the secondary market. Some go so far as to claim that releasing *Chronicles* hurt the secondary market so much, it will never again reach the same level.



o by Riex Shventsman

Alex Shvartsman

<ashv@concentric.net> has managed to hang on to over 200 copies of Mundungu (from the Visions expansion).

Some of the inexpensive older cards are being reprinted all the time. *Legends* Force Spike has gone up in value ever since being printed in the *Fifth Edition* card set. *Legends* Presence of the Master, on the other hand, has not been much affected by its reincarnation in the Urza's Saga expansion.

Although Wizards of the Coast promised not to reprint certain cards, game designers did not want to deprive players of the powerful effects provided by some of those cards. Starting with the *Alliances* card set, balanced versions of many of the popular power cards were printed. Diminishing Returns, Lion's Eye Diamond, Mox Diamond, Time Spiral, and several others produce effects similar to those of older power cards, but limited by higher casting costs or various side effects. So far, none of these cards have caused a decrease in the value of the original cards.

One notable exception is Stroke of Genius. This card quickly replaced Braingeyser. Despite the facts that Stroke of Genius became restricted in Classic play and Braingeyser became unrestricted in Extended play, the demand for Braingeyser has deteriorated. Such an occurrence is unlikely to happen again any time soon.

Generally speaking, you are unlikely to suffer a loss if one of the older cards you've been cherishing gets reprinted. Being able to play with rare, black-bordered versions of popular cards has become something of a status symbol in the tournament circuit. Not every player cares whether he or she is playing with all-Beta lands or all-*Mirage* lands—but enough do to ensure that basic lands from Beta and *Unglued* are sold at a buck apiece. For the same reason, the price of an original lcy Manipulator went up after *Ice Age* and back down after Icy Manipulator was no longer legal in Standard play. For that same reason, the price of an Icy Manipulator is unlikely to change despite the release of Ring of Gix.

The secondary market is driven by the new releases. Yet don't hesitate to hang on to some of the older cards. They have their uses in Extended and Classic formats. Who knows, one of them might appear in a future expansion.

The Fine Print—The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices. Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.

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ANY QUESTIONS?

If you have any questions or comments, please send them to <superskrull@wizards.com>

01: **DPI** Questions P.O. Box 707 Renton, WA 98052-0707

On this page you'll find the names of all the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk will feature eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a

store in your area that you didn't know about, give. them a call. They could be closer than you think.

Our "financial consultants" are some of the most skilled traders in the United States. Bill Macey, Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on what Magic cards are being traded and which ones are just collecting dust.

MRY 1999 DUELIST

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- 3506 S. 22nd St. Phone: (816) 233-4413
- Contact: Howard Bawson

ltem	•	High	Med	Law	TR	10-	ltem		High	Med
		-					Fire Elemental	U	3.00	2.00
	1	102 - A		1000000	none:		Fireball	C	3.00 4.00	2.55
Complete Set		\$4.500	\$3.275	\$1,800	5		Flashfires	U	3.00	2.00
Booster Display		3,500	2,800	1,800	5		Force of Nature	R	40.00	20.00
Booster Pack		185	110	80	5		Forcefield	R	125.00	100.00
Starter Display		2,500	2,000	1,300	5		Fork	R	40.00	30.00
Starter Deck		250	200	100	5		Fungusaur	R	10,20	10.00
Typical Common		2.00	1.00	0.50	1		Gaea's Liege	R	20.00	11.00
							Gauntlet of Might	R	125.00	100.00
Air Elementa:	U	\$4.00	\$2.00	\$2.00	2		Glasses of Urza	U	4.00	2.90
Ancestral Recall	R	200.00	150.00	75.00	5		Glaom	U	4.00	2.00
Animate Artifact	U	5.00	2.00	1.50	2		Goblin Balloon Brigade	U	3.00	2.00
Animate Dead	U	4.00	2.00	2.00	2	0.50	Geblin King	R	17,00	14.00
Animate Wall	R	18,00	7.00	3.00	2	0.50	Granite Gargoyle	RU	16.00 3.00	13.03 2.00
Ankh of Mishra	R	10.00 30.00	8.00 23.50	3.00 6.00	2		Green Ward Heim of Chatzuk	B	10.00	7.00
Armageddon Aspect af Wolf	n	10.28	8.00	4.00	2	0.50	Hive, The	B	11.05	9.00
Bad Moon	R	20.00	15.00	5.00	3	0.00	Howling Mine	R	25.00	15.00
Badlands	B	45.00	37.93	15.00	4		Hurricane	U	5.00	2.00
Balance	R	25.00	16.50	6.00	3		Hypnotic Specter	U	20.00	10.00
Basalt Monolith	U	5.00	4.45	2.00	2	0.45	Ice Storm	U	30.00	21.00
Bayou	R	45.00	36.00	15.00	4		lcy Manipulator	U	50.00	35.00
Berserk	U	45.00	39.00	20.00	3		Illusionary Mask	R	45,00	40.00
Bards of Paradise	R	35.00	20.00	8,00	3		Instill Energy	U	5.00	2.00
Black Knight	U	10.00	5.00	2.00	3		Invisibility	С	10,00	3.00
Black Lotus	R	400.00	390.00	275.00	5		Iron Star	U	4.00	2.00
Black Vise	U	9,00	5.00	2.00	2		Island Sanctuary	R	15.00	7.50
Black Ward	U	3.00	2.00	1.50	2		lvory Cup	U	4.00	2.00
Blaze of Glory	R	55.00	40.00	25.00	3		Jade Monoith	R	12.00	7.00
Blessing	R	13.00	10.00	5.00	2		Jade Statue	U	20.00	15.00
Blue Ward	U	3.00	2.00	1.50	2		Jayemdae Torm	R	25.00	15.00
Bog Wraith	U	4.00	2.00	2.00	2		Juggernaut	U	10.00	8.00
Braingeyser	R	25.00	20.00	6.00	3		Karma	U	4.00	2.00
Burrowing	U	3.00	2.00	1.50	2		Keldon Warlord	U	4.00	2.00
Camouflage	U	20.00	10.00	2.90	2		Kormus Bell	B	10.00	7.00
Castle	U U	3.00	2.00	2.00	2		Kudzu Lance	R	10.00 3.00	7.00 2.00
Celestial Prism Channel	U	4.00	2.00 2.80	2.00	2		Ley Druid	U	4.00	2.00
Chaos Orb	B	100.00	75.00	45.00	4	5.00	Library of Leng	U	5.00	2.00
Chaoslace	R	10.00	6.00	2,00	2	0.00	Lich	B	65.00	50.00
Clockwork Beast	R	10.00	7.00	3.00	2		Lifeforce	U	4.00	2.00
Glone	U	10.08	8.00	1.50	2		Lifelace	R	10.00	6.00
Cockatrice	R	12.75	10.00	5.00	2		Lifetap	U	3.00	2.00
Consecrate Land	IJ	20.40	10.00	2.00	2		Lightning Bolt	C	7.00	5.00
Conservator	U	4.00	2.00	1.50	2		Living Artifact	R	10.00	7.00
Contract from Below 🔹	R	10.00	8.00	3.00	2	1 80	Living Lands	R	10.00	6.50
Control Magic	U	5.00	3.00	2.00	2	0.50	Living Wall	U	5.00	2.00
Conversion	U	3.00	2.00	2.00	2		Lord of Atlantis	R	15.00	11.00
Copper Tablet	U	18.00	10.50	2.00	2		Lord of the Pit	R	25.00	15.50
Copy Artifact	R	20.00	19.55	5.00	3	0.22	Lure	11	4.00	2.00
Counterspell	U	15.00	8.50	3.00	3		Magical Hack	R	12.00	10.00
Grusade	R	20.00	15.00	6.00	3		Mahamoti Djinn	R	25.00	18.00
Crystal Rod	U	4.00	2.00	2.00	2		Mana Flare	R	15.00	12.00
Cursed Land	U	3.00	2.00	2.00	2		Mana Short Mana Vault	R	12.00	10.00 10.00
Cyclopean Tomb Dark Ritual	H	80.00 3.00	65.00 2.00	25.00 0.50	4	0.05	Mana vaun Manabarbs	R R	12.00	9.00
Darkpact	R	10.00	8.00	3.00	2	0.00	Monketone	R	12.00	10.00
Deathgrip	U	3.00	2.00	2.00	2		Mind Twist Mox Emerald	R	10.00	8.00
Deathlace	B	10.00	5.50	2.00	2	0.50	Mox Emerald	R	200.00	180.00
Demonic Attorney	R	10.00	6.00	3.00	2	0.50	Mox Jøt	R	220.00	180.00
Demonic Hordes	R	25.00	20.00	10.00	3		Mox Pearl	R	220.00	180.00
Demanic Tutor	U	20.00	12.00	3.00	2		Mox Jet Mox Pearl Mox Ruby Mox Sapphire	R	220.00	180.00
Dingus Egg	R	10.00	8.50	4.00	2	0.50	Mox Sapphire	R	225,00	185.00
Disenchant	C	5.00	3.00	0.50	1		Natural Selection	R	42.00	29.00
Disintegrate	C	3.00	1.25	0.50	1	0.25	Nether Shadow	R	10.00	10.00
Disrupting Scepter	R	20.00	12.00	5.00	3		Nettling Imp	U	4.00	3.00
Dragon Whelp	U	5.00	3.00	2.00	2	0.50	Nevinyrral's Bisk	R	40.00	20.00
Drain Power	R	10.00	7.00	3.00	2	0.50	Nightmare	R	30.00	22.50
Ownrown Demolition Team	U	10.00	8.00	2.00	2	0.25	Netiling imp Nevinyrral's Disk Nightmare Northern Paladin	R	16.00	11.00
Earth Elemental	U	3.00	2.00	2.00	2			U	3.00	2.00
Earthquake	R	20.00	12.00	3.00	3		Orcish Artillery	U	10.20	2.00
Elvish Archers	R	20.00	10.00	5.00			Orcish Oriflamme	U	20.00	2.50
Evil Presence	U	5.00	2.00	2.00			Personal Incarnation	R	15.00	10.00
False Orders Farmstood	CR	6.00	3.67	0.50			Phantasmal Forces Phantom Monster	UU	3.00 3.00	2.00 2.00
Farmstead Fastbond	R	10.00 12.08	8.00 10.00	3.00			Unsianus Golem Orcish Artillery Orcish Oriflamme Personal Incarnation Phantasmal Forces Phantom Monster Pirate Ship Plateau	U A	3.00 10.00	7.00
Fædback	CI N	4.00	2.00	4.00			Phate ship Plateau	R	50.00	37.55
1 OCHORODA	0	4.00	2.00	1.00	4		r musuu	n	00,00	0100

ltem		High	Med	Low	TR		Item		High	Med	Low '	TR	+/-
Power Surge	R	10.00	8.50	3.00	2	0.50	Two-Headed Giant of Forivs	R	75.00	55.00	25.00	3	
Psionic Blast	Ű	35.00	25.00	15.00	3	0.00		R	45.00	40.00	15.00	4	
Purelace	R	10.00	6.00	2.00	2			IJ	3.00	2.00	1.50	2	
Raging River	R	. 50.00	41.25	25.00	3		Verduran Enchantress	R	10.00	8.00	2.00	2	
Red Ward	U	3.00		1.50	2		Vesuvan Doppelgariger	R	40.00	30.00	13.00	3	
Regrowth	U	15.00		2.00	3		Veteran Bodyquard	R	25.00	15.50	7.00	3	1998
Resurrection	U	4.00		2.00	2		Volcanic Eruption	A	12.00	10.00	3.00	2	
Reverse Damage	R	14.00		5.00	2		Volcanic Island	R	1000.00	30,00	10.00	3	1
Righteousness	R	10.80		5.00	2	0.50	Wall of Air	U	3.00	2.00	1.50	2	
Rec of Kher Ridges	R	16.00	10.00	5.00	3		Wall of Bone	U	3.00	2.00	2.00	2	
Rock Hydra	R	25.00	15.30	5.00	3	0.35	Wall of Brambles	U	3.00	2.00	2.00	2	
Red of Ruin	U	3.00	2.00	2.00	2		Wall of Fire	U	3.00	2.00	2.00	2	
Royal Assassin	R	30.00	25.00	14.00	3		Wall of Ice	U	3,00	2.00	1,50	2	
Sacrifice	U	3.00	2.00	2.00	2		Wall of Stone	U	3.08	2.00	1,50	2	
Savannah	R	45.00	35.00	15.00	4		Wall of Swords	U	3.00	2.00	2.00	2	
Savannah Lions	R	20.00	15.00	3.00	3		Wall of Water	IJ	3.90	2.00	2.00	2	
Scavenging Ghoul	U	4.60	2.00	2.00	2		Wanderlust	U	3.00	2.00	1.50	2	
Scrubland	8	45.00	36.15	15.00	4		Warp Artifact	R	10.00	6.00	2.00	2	0.50
Sedge Troll	R	25.00	15,00	5.00	3		Water Elemental	U	3.00	2.00	2.00	2	1
Sengir Vampire	U	15.00	10.00	3.00	3		Web	R	10.00	7.50	2.00	2	0.50
Serra Angel	U	25.00	15.00	6.00	3		Wheel of Fortune	A	30.00	22.00	7,00	3	
Shivan Oragon	R	50.00	40.00	15.00	4		White Knight	U	10.00	5.00	2.00	3	
Simulacrum	U	3.00	2.00	2.00	2		White Ward	U	3.00	2.00	1,50	2	
Sinkhole	C	16.00	13.60	8.00	2		Will-O'-The-Wisp	R	20.00	14.95	5.00	3	0.05
Siren's Call	ŀ	3.00	2.00	2.00	2		Winter Orb	R	20.00	15.00	3.00	3	
Sleight of Mind	R	10.00	9.00	3.00	2		Wooden Sphere	U	3.00	2.00	2.00	2	
Smoke	R	10.00	7.50	2.00	2	0.50	Word of Command	R	75.00	55.00	25.00	3	
Sal Ring	U	18.00	10.00	2.00	2		Wrath of God	R	40.00	30.00	8.00	4	
Seul Net	U	3.00	2.00	2.00	2		Zombie Master	R	10.00	10.00	5.00	2	500
						_			_	_		-	14

SHOP TALK

Low TB: +/ Iten

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by Alex Shvartsman

They Can't All Be Winners

This time around we wanted to find out which top player commands the most respect around the country. Much to our surprise, few retailers knew or even cared much about the professional tournament circuit. Let's hope the pro players' feelings aren't hurt too much.

We also wanted to get an initial reaction to the Classic (Sixth Edition) eard set and the changes it will bring to the game. Our contributors seem very optimistic about the new set. Most of them feel that simplifying the vules and reintroducing some of the aut-of-print cards will be good for business.

- 🕷 Who is the most popular Pro Tour player in your area?
- * What effect do you think Classic (Sixth Edition) will have an Magic The Gathering for you and your customers?

Stasis	R	12.00	9.00	3.00	3	0.50							
Steal Artifact	U	4.00	2.00	2.00	2			-1	ΚE.	FA			
Stone Giant	U	3.00	2.00	1.50	2		Complete Set		\$4,208	\$3,500	\$3,900	5	
Sunglasses of Urza	R	10.20	8.00	3.00	2		Booster Display		3,890	3,000	2,500	5	
Swards to Plowshares	U	14.00	7.00	4.00	3		Booster Pack		175	123	99	5	
Taiga	R	50.00	38.08	15.00	4		Starter Display		2,750	2,500	2,000	5	
Thicket Basilisk	IJ	4.00	2.00	2.00	2		Starter Deck		390	250	175	5	
Thoughtlace	R	10.00	5.00	2.00	2	0.50	Typical Common		1.00	1.00	0.50	2	
Throne of Bone	U	4.00	2.00	2.80	2								
Timber Wolves	R	10.80	8.50	2,00	2	0.50	Air Elemental	U	\$4.00	\$3.50	\$3.00	3	
Time Vault	R	80.00	65.00	10,00	3		Ancestral Recali	R	245.00	162,50	120.08	5	2,
Time Walk	8	250.00	200.00	90.00	5		Animate Artifact	U	2.50	2.00	2.00	2	
Timetwister	8	175.00	135.00	65.00	5		Animate Dead	U	3,00	2.50	2.00	2	
Tropical Island	R	45,00	39.13	12:00	4		Animate Wall	R	8.00	6.00	3,00	3	
Tsunami	U	4.00	2.00	2.00	2		Ankh of Mishra	B	10.00	8.00	3.00	3	
Tundra	R	50.00	37.55	12,00	4		Armageddon	R	245.00	30.00	6.00	4	
Tunael	U	4.00	2.00	1.50	2		Aspect of Wolf	R	10.00	8.00	4.00	3	

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Item		High	Med	Low	TR	+/~	Item		High	Med	Low	TR	` +/	
Rad Mann	R	20.00	18.00	5.00	4		Flyish Archers	8	15.00	10.00	-8.00	۵		
	R	50.00	40.00				Evil Presence	U						
Balance	R	50.00	25.25	6.00	4		False Orders	C	6.00	4.00	0.75	2		
Basalt Monolith	U	5,00	4.33	2.00	2		Farmstead	R	* 10.00	8.00	3,00	3		
Bayou	R	50.90	40.00	12.00	4		Fastbond	8	15,00	10.00	4.00	3		
Berserk	U	56.00	40.00	20.00	4		Feedback	U	2.50	2.00	2.00	2		
Birds of Paradise	R	40.00	30.00	8,00	4		Fire Elemental	U	2.50	2.00	2.00	2		
Black Knight	U	12.00	6.00	4,00	3		Fireball	C	5.00	4.00	1.00	3		
Black Lotus	R	450.00	372.50	225.00	5	12.50	Flashfires	U	2.50	2.00	2.00	2		
Black Vise	U	10.00	8.25	3.00	2		Fog	C	2.00	1.00	0.75	2		
Biack Ward	U	2.50	2.00	2.00	2		Force of Nature	8	30.00	20.00	8.00	4		
Blaze of Glory	R	50.00	37.85	25.00	3		Forcefield	R	130,00	102.05	75.90	3		
Blessing	R	12.00	10.00	5.00	3		Forest	C	1,50	1.00	0.25	2		
Blue Elemental Blast	C	2.00	1.00	0.75	2		Fork	Я	38.00	30.00	13.00	4		
B je Ward	U	2.50	2.00	2.00	2		Fungusaur	R	10.00	10.00	5.00	3		
	Bad Moon Baclards Basalt Monolith Bayau Berserk Birds of Paradise Black Knight Black Lhuls Black Vise Black Vise Black Vise Black Use Blace of Biory Blaze of Biory Blue Elemental Blast	Bad Moon P Badance R Basat Monolith U Bayat Monolith U Bayat Monolith U Bayat Monolith U Bayat Grazalise R Back Knight U Black Lutus R Back Vard U Back Ward U Back Ward U Back Marg Marg Marg Marg Marg Marg Marg Marg	Bad Moon R 20,00 Backneds R 50,00 Bacaneds R 50,00 Basalit Monolith U 50,00 Basalit Monolith R 50,00 Basalit Monolith R 50,00 Basalit Monolith R 50,00 Barserk U S0,00 Birds of Paradise R 40,00 Black Knight U 12,00 Back Kinght U 350,00 Back Kinght U 10,00 Back Kard U 250,00 Back March U 50,00 Back March B 50,00 Back March U 50,00 Back March R 50,00 Back March R 50,00 Back Sign R 50,00 Back Sign R 50,00 Backsign R 50,00 Backsign R 20,00	Bad Moon P 20,00 18,00 Barlands R 50,00 40,00 Baanace R 50,00 40,00 Basat Monolith U 50,00 40,00 Baysu U 50,00 40,00 Baryu U 50,00 40,00 Barsk U 50,00 40,00 Birds of Paradise R 40,00 30,00 Black Knight U 12,00 6,00 Back Kinght U 12,00 6,00 Back Kinght U 12,00 2,00 Back Vise U 10,00 8,25 Back Ward U 2,00 3,00 Back Glory R 2,00 3,00 Back Sign R 12,00 3,00 Back Sign R 12,00 10,00 Back Sign R 12,00 10,00 Back Sign R 12,00 10,00 Back Sign R<	Bad Moon R 20.00 18.00 5.00 Badlards R 50.00 40.00 12.00 Baalards R 50.00 25.25 6.00 Basalt Monolith U 5.00 25.25 6.00 Basalt Monolith U 5.00 40.00 12.00 Basalt Monolith U 56.00 40.00 12.00 Barsark U 56.00 40.00 20.00 Birds of Paradise R 40.00 30.26 25.00 Back Knight U 12.00 6.00 4.00 Back Knight U 10.00 8.25 3.00 Back Knight U 25.00 25.00 25.00 Back Yard U 25.00 325.5 25.00 Back Yard U 25.00 325.5 25.00 Back Yard U 25.00 325.5 25.00 Back Toispy R 5.00 37.5 25.00 Back Yar	Bad Moon R 20.08 18.00 5.00 4 Badandos R 50.00 40.00 12.00 4 Badandos R 50.00 40.00 12.00 4 Basant Monolith U 50.00 25.25 6.00 4 Basati Monolith U 50.00 40.00 20.00 4 Basati Monolith U 50.00 40.00 20.00 4 Barsark U 50.00 40.00 30.00 8.00 4 Birds of Paradise R 40.00 30.00 8.00 4 Birds Kinght U 12.00 6.00 4.00 3 Birds Kinght U 10.00 8.25 3.00 2 Birds Kinght U 50.00 372.50 25.00 3 Birds Kinght U 50.00 375.50 25.00 3 Birds Kinght U 50.00 375.50 25.00 3	Bad Moon B 20.00 18.00 50.00 4 Balands R 50.00 40.00 12.00 4 Balands R 50.00 40.00 12.00 4 Balands R 50.00 40.00 12.00 4 Basati Moonbith U 50.00 40.00 20.00 2 Bayu G 50.00 40.00 30.00 4.00 3 Brask for Paradise R 40.00 30.00 4.00 3 3 Brask Knight U 12.00 6.00 4.00 3 3 Brask Knight U 12.00 6.00 3.00 2 3 Brask Knight U 12.00 6.00 3.00 2 3 3 Brask Knight U 12.00 3.00 2.00 3 3 3 Brask Knight U 12.00 0.00 3.00 2 3 Brask	Bad Moon B 20:00 18:00 50:00 12:00 4 Envish Archers Balards R 50:00 40:00 12:00 4 Enil Presence Balards R 50:00 25:25 6:00 4 Enil Presence Basalt Monolith U 5:00 4:00 12:00 4 Fasts Orders Basalt Monolith U 5:00 4:00 2:00 4 FastsOrd Basatt Monolith U 12:00 6:00 4:00 3 FastsOrd Biack Knight U 12:00 6:00 4:00 3 FastsIrres Basatt Minish U 10:00 8:00 2:00 10:00 Fasts	Bad Muon R 20.00 18.00 50.00 12.00 4 Bivish Archers R Balands R 50.00 40.00 12.00 4 Eni Presence U Baand R 50.00 25.25 6.00 4 False Drivers C Basalt Monolith U 50.00 43.00 2 Farstned R Bayau G 50.00 40.00 20.00 4 Fastbord R Bryou U 12.00 6.00 4.00 3 Fastbord U Bryou U 12.00 6.00 4.00 3 Fastbord U Brack Knight U 12.00 <td>Bad Moon B 20.00 18.00 5.00 4 Evish Anhens B 15.00 Balands R 50.00 40.00 12.00 4 Evish Anhens R 15.00 Balands R 50.00 40.00 12.00 4 Evish Anhens U 2.50 Basati Moonihin U 5.00 4.33 2.00 2 Farmstaad R 6.00 Bayu R 50.00 40.00 2.00 4 Fartstaad R 16.00 Brasti Moonihin U 50.00 4.00 7.00 4 Fartstaad N 16.00 Brasti U 50.00 4.00 7.00 4 Fartstaad U 2.50 Brasti Gayu S 6.00 4.00 3 Free Benental U 2.50 Brasti Kinght U 12.00 6.00 5 12.50 Fartstaad S 3.00 2.50</td> <td>Bad Moon B 20.00 18.00 5.00 4 Elvish Archers R 15.00 10.00 Baalands B 50.00 40.00 12.00 4 Elvish Archers R 15.00 4.00 Baalands B 50.00 40.00 12.00 4 Evish Archers C 6.00 4.00 Baalando B 50.00 42.55 6.00 4 Fastsorders C 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50.00 40.00 12.00 4 Evish Archers R 15.80 10.00 -8.00 2 Basati Monolitin U 50.00 4.03 2.00 2 False Drivers C 6.00 4.00 2.00 2 Basati Monolitin U 50.00 4.00 20.00 2 Farmstead R 16.00 8.00 3.00 3.00 3 Bayu U 50.00 4.000 20.00 4 Fastband R 16.00 8.00 3.00 3.00 3 Brissik U 50.00 4.00 20.00 3 Frastband U 2.50 2.00 2.00 2.00</td></td>	Bad Moon B 20.00 18.00 5.00 4 Evish Anhens B 15.00 Balands R 50.00 40.00 12.00 4 Evish Anhens R 15.00 Balands R 50.00 40.00 12.00 4 Evish Anhens U 2.50 Basati Moonihin U 5.00 4.33 2.00 2 Farmstaad R 6.00 Bayu R 50.00 40.00 2.00 4 Fartstaad R 16.00 Brasti Moonihin U 50.00 4.00 7.00 4 Fartstaad N 16.00 Brasti U 50.00 4.00 7.00 4 Fartstaad U 2.50 Brasti Gayu S 6.00 4.00 3 Free Benental U 2.50 Brasti Kinght U 12.00 6.00 5 12.50 Fartstaad S 3.00 2.50	Bad Moon B 20.00 18.00 5.00 4 Elvish Archers R 15.00 10.00 Baalands B 50.00 40.00 12.00 4 Elvish Archers R 15.00 4.00 Baalands B 50.00 40.00 12.00 4 Evish Archers C 6.00 4.00 Baalando B 50.00 42.55 6.00 4 Fastsorders C 6.00 4.00 Baalt Monolith U 5.00 4.00 2.00 2 Farmstead R 16.00 6.00 Brassrk U 50.00 40.00 2.00 4 Feedback U 2.50 2.00 Brassrk U 12.00 6.00 4.00 3 Freeblack U 2.50 2.00 Brassrk U 12.00 6.00 3.00 2 Freeblack U 2.50 2.00 Brassrk U 10.00 8.25 <td>Bad Micon B 20.00 18.00 5.00 4 Evish Archers B 15.00 10.00 6.00 Balands R 50.00 4.000 12.00 4 Evish Archers R 15.00 10.00 6.00 Balands R 50.00 4.000 12.00 4 Evish Archers U 2.50 2.00 2.00 Baand B 50.00 4.00 12.00 4 False Orders C 6.00 4.00 3.00 Basati Monolini U 50.00 4.00 2.00 Farsthad R 16.00 8.00 3.00 Brassit Monolini U 50.00 4.00 2.00 4 Farsthad U 2.50 2.00 2.00 Brassit U 50.00 4.00 3.00 4 Farsthand U 2.50 2.00 2.00 Brask Kright U 12.00 6.00 4.00 3 Freabilinck</td> <td>Bad Micon B 20.00 18.00 5.00 4 Eivish Archers A 15.00 4.00 6.00 4 Badlands R 50.00 4.00 12.00 4 Eivish Archers R 15.00 4.00 2.00 3.00</td> <td>Bad Maon R 20.0 18.00 5.00 4 Evish Archers R 15.80 10.00 -8.00 4 Badands R 50.00 40.00 12.00 4 Evish Archers R 15.80 10.00 -8.00 4 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-8.00 4 Badands R 50.00 40.00 12.00 4 Evish Archers R 15.80 10.00 -8.00 4 Badands R 50.00 40.00 12.00 4 Evish Archers R 15.80 10.00 -8.00 2 Basati Monolitin U 50.00 4.03 2.00 2 False Drivers C 6.00 4.00 2.00 2 Basati Monolitin U 50.00 4.00 20.00 2 Farmstead R 16.00 8.00 3.00 3.00 3 Bayu U 50.00 4.000 20.00 4 Fastband R 16.00 8.00 3.00 3.00 3 Brissik U 50.00 4.00 20.00 3 Frastband U 2.50 2.00 2.00 2.00

IMAGINATION UNLIMITED

1010 II. Sex 5. Grani Jancino, Gi? 1953 ((330) 245-2053

I am not familiar with any of the pro players.

I don't know that Classic will have a whole lot of impact, but I haven't heard any comments from the players yet. Most of the players here are young and began playing recently. It will be easy for them to adjust to the new rules.

Beg Wrath U 2.50 2.00 2.00 2 Bear's Liege R 15.00 10.00 7.00 3 Brangeysar R 35.00 20.00 6.00 4 Beurder of Might R 15.00 10.00 6.000 4 Burrowng U 2.50 2.00 2.00 2 Giant Growth C 3.00 2.00 1.00 5.00 2 Camoringe U 3.00 2.50 2.00 2 Giasses of Ur2a C 1.19 1.00 7.00 2.00 2 Calstile U 3.00 2.50 2.00 2 Giasses of Ur2a U 3.00 2.00	
Burrowing U 2.50 2.00 2.00 2.00 2.00 2.00 6 ant Growth C 3.00 2.00 1.00 2.00 Cameuhage U 15.00 10.00 5.00 2 Giant Growth C 3.00 2.00 2.00 2 Castle U 3.00 2.00 2.00 2 Giasses of Urza U 2.00 2.00 2 Giasses of Urza U 3.00 2.50 3 Channel U 5.00 2.00 2.00 2 Giant Balton Braade U 5.00 3.00 2.50 3 Chansel U 5.00 75.00 5.00 4 Gobin King R 15.00 10.00 7.00 3 Chassarda R 8.00 6.00 2.00 3 Grantic Garga/a R 15.00 1.00 7.00 3 Clockwar/s Bast R 15.00 1.00 5.00 3 Healing Salve <	
Canaculage U 15.00 15.00 5.00 2 Glant Spider C 1.19 1.00 0.75 2 Gastle U 3.00 2.00 2.00 2.00 2.00 6 lasses of Urza U 2.00	
Gastle U 3.00 2.50 2.00 <th2< td=""><td></td></th2<>	
Celestai Prism U 2.00 3.00 <	
Channel U 5.01 2.25 2.00 2 Chansel U 5.00 7.500 5.00 4 Gobin Balloon Brgade U 3.00 2.75 2.00 2 Chanse Orb R 90.00 75.00 50.00 4 Gobin King R 15.00 7.00 3.00 3 Chassdaca R 8.00 6.00 2.00 3 Granite Gargorie R 15.00 1.00 7.00 3.00 3 Clockwork Beast R 10.00 7.00 3.00 3 Granite Gargorie R 15.00 1.00 7.00 3.00 3 Clockwork Beast R 10.00 7.00 3.00 3 Healing Salve C 2.00 1.00 0.07 3 Constarting R 10.00 7.00 3.00 3 Healing Salve C 2.00 3.00 3 Constarting R 10.00 7.00 3.00	
Draes Drin R 90.00 75.00 50.00 4 Gobin King R 15.00 12.00 70.00 3 Chaesdace R 8.00 6.00 2.00 3 Granite Gargorje R 15.00 10.00 70.0 3 Clockwork Beast R 10.00 70.00 3.00 3 Granite Gargorje R 15.00 10.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 3 Granite Gargorje R 10.00 7.00 3.00 3 Healing Salve C 2.00 1.00 0.75 2 Consecrate Land U 2.00 12.00 4.00 2 Holm of Chatzuk R 10.00 7.00 3.00 3 Contract from Below R 10.00 7.40 3.00 3 Holy Strength C 2.00 1.00 0.75 2	
Draestare R 8.00 6.00 2.00 3 Granite Earnopie R 15.00 13.00 7.00 3 Clockwork Beast R 10.00 7.00 3.00 3 Breen Ward U 2.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 3 Consecrate Land U 2.00 12.00 5.00 3.00 3 Helm of Chatzuk R 10.00 7.00 3.00 3 Consecrate Land U 2.00 12.00 4.00 2 Holm of Chatzuk R 10.00 7.00 3.00 3 Consecrate Land U 2.00 2.00 2.00 2.00 4.00 2.00 1.00 6.00 3 Contract fram Below R 10.00 7.00 3.00 3 Holy Strength C 2.00 1.00 6.00 3 Controt Magic U	
Clockwark Besst R 10.00 7.00 3.00 3 Brean Ward U 2.50 2.00 2.00 2 Clockwark Besst R 10.00 6.00 3.00 3 Brean Ward U 2.50 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 3.00 3 Consecrate Land U 2.00 2.00 2.00 2.00 2.00 3.00 3 Helm of Chatzak R 10.00 7.00 3.00 3 Consecrate Land U 2.00 2.00 2.00 2.00 2.00 2.00 3.00 3 Helm of Chatzak R 10.00 7.00 3.00 3 Consecrate Land U 2.00 2.00 2.00 2.00 2.00 3.00 3 Holy Armor C 2.00 1.00 6.75 2 Control Magic U 7.00 5.00 3.00 3 Holy from Beyond C 2.00 <td></td>	
Clone U 11.00 8.00 3.00 3 Healing Salve C 2.00 1.00 0.75 2 Cockatrice R 15.00 10.00 5.00 3 Helm of Chatzuk R 10.00 3.00 3 Consecrate Land U 2.00 12.00 4.00 2 Hive, The R 12.00 1.00 0.75 2 Consecrate Land U 2.00 2.00 2.00 2 Holy Armor G 2.00 1.00 0.75 2 Contract from Below R 10.00 7.00 3.00 3 Holy Strength C 2.00 1.00 0.75 2 Contract from Below R 10.00 7.00 3.00 3 Holy Strength C 2.00 1.00 0.75 2 Contract from Below R 10.00 7.00 3.00 3 Holy Strength C 2.00 1.00 0.75 2 Contrac	
Cockstrice R 15.00 10.00 5.00 3.00 Helm of Chatzuk R 10.00 7.00 3.00 3. Conservate Land U 20.00 12.00 4.00 2 Helm of Chatzuk R 10.00 7.00 3.00 3 Conservate Land U 2.00 2.00 2.00 2.00 2.00 2.00 10.00 7.00 3.00 3 Conservatur U 2.00 2.00 2.00 2.00 10.00 7.00 0.00 0.70 2.00 2.00 2.00 10.00 7.00 0.00 0.70 2.00 2.00 10.00 7.00 0.00 0.70 2.00 2.00 10.00 4.00 2.00 10.00 0.00 0.00 10.00	
Conservate Land U 20.00 12.00 4.00 2.00 Conservatur U 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 2.00 1.00 6.75 2 Contract from Below R 10.00 7.00 5.00 4.00 3 Holy Armor C 2.00 1.00 6.75 2 Contract from Below R 10.00 7.00 5.00 4.00 3 Hole from Beyond C 2.00 0.00 6.75 Control Magic U 7.00 5.00 4.00 3 Hole from Beyond C 2.00 0.08 3 Contract from Beyond U 5.00 2.00 2.00 Howing Mine R 40.00 2.06 5.00 4 Copper Tablet U 15.00 10.00 4.00 2 Hurinon Minetaur C 1.50 1.00 0.07 2	
Conservator U 2.00 2.00 2.00 2.00 2.00 Holy Armor C 2.00 1.00 0.75 2 Contract fram Below R 10.00 7.40 3.00 3 Holy Armor C 2.00 1.00 6.75 2 Contract fram Below U 7.00 5.00 4.00 3 Holy Armor C 2.00 1.00 6.75 2 Control Magic U 7.00 5.00 4.00 3 Holy Armor C 2.00 1.00 6.75 2 Control Magic U 7.00 5.00 2.00 2 Howing Mine R 40.00 2.03 5.00 4 Copper Tablet U 15.00 10.00 4.00 2 Harloon Minetaur C 1.50 1.00 6.70 2 Copper Tablet R 25.00 20.00 5.00 4 Hurricane U 5.00 2.00 2.00 2.00	
Contract from Below R 10.00 7.40 3.00 3.40 Holy Strength C 2.00 1.00 6.75 2 Control Magic U 7.00 5.00 4.00 3 Holy Strength C 2.00 1.00 6.87 2 Control Magic U 7.00 5.00 4.00 3 Holy Strength C 2.00 1.00 6.87 2 Conversion U 2.50 2.00 2.00 2 Howing Mine R 4.000 2.03 5.00 4 Copper Tablet U 15.00 10.00 4.00 2 Harloon Minetaur C 1.50 1.00 6.75 2 Copper Tablet R 25.00 20.00 5.00 4 Hurricane U 5.00 3.00 2.00 2.00 2 10.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	
Control Magic U 7.00 5.00 4.00 3 Hewi from Beyond C 2.00 1.00 0.89 2 Conversion U 2.50 2.00 2.00 2 Howing Mine R 4.00.0 2.063 5.00 4 Copper Tablet U 15.00 10.00 4.00 2 Harloon Minetaur C 1.50 1.00 0.75 2 Copper Tablet R 25.00 2.00 5.00 4 Hurricane U 5.00 3.00 2.00 2	
Conversion U 2.50 2.00 2.00 2 Howing Mine R 4.00 20.63 5.00 4 Copper Tablet U 15.00 10.00 4.00 2 Harloon Minetaur C 1.56 1.00 0.75 2 Copper Tablet R 25.00 20.00 5.00 4 Hurricane U 5.00 3.00 2.00 2	
Copper Tablet U 15.00 10.00 4.00 2 Horloon Minoteur C 1.56 1.00 0.75 2 Gopy Artifact R 25.00 20.00 5.00 4 Hurricane U 5.00 3.00 2.00 2	
Copy Artifact R 25.00 20.00 5.00 4 Hurricane U 5.00 3.00 2.00 2	
Counterspell U 20.00 12.00 6.00 4 Hypnotic Specter V 20.00 12.00 7.00 3	
Crusade R 25,00 17.50 6.00 4 Ica Storm U 35.00 25.00 12.00 3	
Crystal Rod U 2.00 2.00 2.00 2 Isy Manipulator U 50.00 40.00 20.09 5	
Cursed Land U 2.50 2.00 2.00 2 Illusionary Mask R 50.00 38.00 15.00 3	
Cyclopean Tomb R 65.00 55.00 30.00 3 Instil Energy U 6.00 2.25 2.00 2	
Dark Ritual C 5.00 4.00 1.00 3 Invisibility C 8.00 4.00 1.00 2	
Darkpact R 10.00 8.00 3.00 3 Iron Star U 2.00 2.00 2	
Deathgrip U 2.50 2.00 2.00 2 Ironclaw Orcs C 2.00 1.00 0.75 2	
Deathlace A 8,00 5,56 2,00 3 Island C 2,00 1,00 0,25 2	
Demonic Attorney R 10.00 7.00 3.00 3 Island Sanctuary R 12.00 7.50 2.00 3	
Demonic Hordes R 25.00 21.20 10.00 3 Ivory Cup U 2.50 2.00 2.00 2	
Demonic Tutor U 25,00 15,00 3,00 3 Jade Monoith R 10,00 7,00 3,00 3	
Dingus Egg R 10.00 B.10 4.00 3 Jade Statue U 22.00 18.00 8.00 2	
Disenshant C 10.00 4.63 1.00 2 Jayemdae Tome R 30.00 20.00 5.00 4	
D sintagrate G 5.00 3.00 1.50 2 Juggernaut U 12.00 8.00 5.00 4	
Disrupting Scepter R 30.00 15.00 5.00 4 Jump C 2.00 1.00 0.75 2	
Drayon Whelp 1/ 5.00 4.00 2.00 2 Karma U 4.00 2.50 2.00 2	
Drain Life C 3.00 2.00 1.00 2 Keldon Warlord U 5.00 3.00 2.00 2	
Drain Power R 18.00 8.00 3.00 3 Kormus Bell R 19.00 7.00 4.00 3	
Dwarven Demolition Team U 🗄 10.00 9.25 5.00 2 Kudzu R 10.00 7.00 2.00 3	
Earth Elementa U 2.50 2.00 2.00 2 Lance U 2.50 2.00 2	
Earthbin: C 2,00 1.00 0.75 2 Ley Druid U 3,80 2.00 2,00 2	
Earthquake R 25.00 13.00 3.00 4 Library of Leng U 5.00 2.75 2.00 2	

ite	em		High	Med	Low	TR	+/
Da			00.00	50.00	01:00	3	
Lic	n aforce	fi U	60.00 5.00	50.00 2.25	25.00	3	
	alace	8	8.00	6.00	2.00	3	
	etap	U	3.00	2,00	2:00	2	
Lig	htning Bolt	C	10.00	7.90	3.00	4	
	ng Artifact	R	10.00	7.90	2.00	3	
	ing Lands	R	10.00	6.00	2.00	3	1
	ing Wall nowar Elves	U C	5.00 3.00	2.50 2.00	2.00	2	
	d of Atlantis	R	15.00	12.00	7.00	3	
	d of the Pit	R	25.00	15.00	4.00	3	
Lur	6	U	5.00	2.25	2.00	2	
Ma	gical Hack	R	12.00	10.90	5.00	3	
	hamoti Djinn	R	36.00	24.00	8.00	4	
	na Flare	R	15.00	12.90	5.00	3	
	na Short na Vault	R	12.00	10.D0 11.D0	3.00	4	
	nabarbs	R	12.00	8.00	3.00	3	
	ekstone	R	11.00	8.50	2.00	3	
Me	rtolk of the Pearl	G	2.00	1.00	0.75	2	
Me	sa Pegasus	G	2.00	1.00	0.75	2	
	nd Twist	R	15.00	8.00	3.00	3	
	untain x Emerald	C	2.00	1.00	0.25	2	
	ix Jet	R R	200.00	180.00 180.00	125.00	5	
	x Pearl	R	220.00	180.00	125.00	5	
	x Ruby	R	220.00	182 50	125.00	5	
Mo	x Sapphire	R	230.00	185.00	120.00	5	
	tural Selection	R	35.00	25.00	10.00	3	
	ther Shadow	R	15.00	10.00	3.00	3	
	ttling Imp	U	4.00	3.63	2.00	2	
	vinyrral's Disk Ihtmare	R	60.00 30.00	30.00 23.90	10.00	4	
	rthern Paladin	B	15.00	10.00	3,00	3	
	sianus Golem	U	2.00	2.00	2.00	2	
Ora	sish Artillery	U	2.50	2.00	2.00	2	
On	cish Oriflamme	U	5.00	2.00	2.00	2	
	ralyze	C	2.00	1.00	0.75	2	
	arled Unicorn	C	2.00	1.00	0.75	2	
	rsonal Incarnation stilence	R	10.00	10.00	3.00	3	
	antasmal Forces	U	2.50	2.00	2.00	2	
	antasmal Terrain	C	2.00	1.00	0.75	2	
Ph	antom Monster	U	3.00	2.25	2.00	2	
Pir	ate Ship	R	10.00	6.00	2 00	3	
Pla		C	2.00	1.00	0.25	2	
	teau wer Sink	R	50.00 2.00	40.00 1.00	12.00	4	
	wer Surge	R	10,00	8.00	2.00	3	
	idigal Sorcerer	C	3.00	2.00	1.00	2	
	onic Blast	U	35.00	28.50	8.00	4	
Psy	/chic Veaom	C	2.00	1.00	0.75	2	
	relace	R	8.00	5.00	2.00	3	
	ging River	R	50.00	38 63	20.00	3	
	d Elemental Blast d Ward	C	2.00 2.50	1.00	0.75	2	
	generation	C	2.00	1.00	0.75	2	
	prowth	U	15.00	10.00	2,00	4	
Rea	surrection	IJ	7.00	2.80	2.00	2	
	verse Damage	R	14.00	10.95	5.00	3	
	hteousness	R	10.00	8.00	5,00	3	
	c of Kher Ridges	R	15.00	10.00	6.00	3	
	ck Hydra d of Ruin	RU	20.00 2.50	15.00 2.00	3.00	3	
	yal Assassin	R	35.00	23.50	10.00	4	
	crifice	U	2.50	2.00	2.00	2	
Sa	mite Healer	C	2.00	1.00	0,75	2	
	rannah	R	50.00	40.00	12.00	4	1
	rannah Lions	R	25.00	16.00	2,00	4	
	athe Zombies avenging Ghaul	CU	2.00 4.00	1.00	0.75	2	
	rubland	R	4.00 50.00	40.00	12.00	4	
	yb Sprites	C	2.00	1.00	0.75	2	
	a Serpent	C	2,00	1.00	0.75	2	
	dge Troll	R	20.00	12.00	6.00	3	
	ngir Vampire	U	15.00	10.00	6.00	4	
261	rra Angel	U	25.00	18.00	4.00	4	

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	Item		High	Med	Low	TR +/
	Shatter	C	2.00	1.00	1.00	2
:	Shwan Dragon	R	50.00	40.00	12.00	4
	Simulacrum	U	3.00	2.00	2.00	2
	Sinkhole	C	20.00	15.00	2,00	3
	Siren's Call	U	4,00	2.00	2,00	2
	Sleight of Mind	R	12:00	10.00	3.00	3
	Smoke	R	10,00	8.00	2,00	3
	Sof Ring	U	25.00	15.00	2.00	3
	Soui Net Spei Blast	UC	2.00	2.00	2.00	2
	Stasis	R	15.00	9.00	2.00	4
	Steal Artifact	U	2.50	2.00	2.00	2
	Stone Giant	U	2.50	2.00	2.00	2
	Stone Rain	C	2.00	1.00	0.75	2
	Stream of Life	C	3.00	1.90	1.00	2
	Sunglasses of Urza	R	10.00	8.00	2.00	3
	Swamp	C	2.00	1.00	0.25	2
	Swords to Plowshares	U	20.00	12.00	8.00	4
	Taiga	R	50.00		12.00	4
	Terror Theolet Resiliely	CU	3.00 3.00	1.00	0.75	2
	Thicket Basilisk Thoughtlace	R	3.00 8.00	5.50	2.00	3
	Throne of Bone	IJ	2.00	2.00	2.00	2
	Timber Wolves	R	10.00	7.00	3.00	3
	Time Vault	R	75.00	70.00	35.00	4
	Time Walk	R	245.00	200.00	145.00	5
	Timetwister	R	195.00	150.00	75.00	5
	Tranquility	C	2.00	1.00	0.75	2
	Tropical Island	R	50.00	40.00	12.00	4
	Tsunami	U	2.50	2.00	2.00	2
	Tundra	R	50.00	40.00	12.00	4
	Tunnel	U	2.50	2.00	2.00	2
	Twiddle	C	3.00	1.70	0.75	2
	Two-Headed Giant of Foriys		60.00	45.88	30.00	3
	Underground Sea Unholy Strength	R	50.00 2.00	40.00 1.00	12.00	2
	Unsummon	C	2.00	1.00	0.75	2
	Uthden Troll	U	4.00	2.50	2.00	2
	Verduran Enchantress	R	10.00	7.00	4.00	3
	Vesuvan Doppelganger	R	40.00	35.00	25.00	3
	Veteran Bodyguard	R	18.00	13.20	7.00	3
	Volcanic Eruption	R	10.00	8.00	3.00	3
	Velcanic Island	R	50.00	40.00	18.00	4
	Wall of Air	U	3.00	2.25	2.00	2
	Wall of Bone	U	2.00	2.00		2
	Wall of Brambles	U	2.50	2.00	2.00	2
	Wall of Fire	U	2.50	2.00	2.00	2
	Wall of Ice	U	2.50		2.00	2
	Wall of Stone Wall of Swords	U	2.50 4.00	2.00	2.09	2
	Wall of Water	U	2,50	2.00		
	Wanderlust	U	2.50	2.00	2.00	
	Warp Artifact	R	8 00	6.00	2.00	3
	Water Elemental	U	2.50	2.00	2.00	2
	Web	R	8.00	7.00	2.00	3
	Wheel of Fortune	R	35.00		7.00	
	White Knight	U	15,00	8.00	4.00	4
	White Ward	U	3.00	2.00	2.00	
	Wild Growth	C	2.00	1.00		2
	Will-D'-The-Wisp Winter Orb	R	22.80	15.00 20.00	6,00 3.00	3
	Winter Orb Wooden Sphere	RU	25.00	20.00		2
	Word of Command	R	65.00		29.00	
	Wrath of God	R	50.00	33.43	6.00	4
	Zombie Master	R	10.00	10.00	5.00	3
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	Complete Set			\$2,500		
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	Booster Pack		125		1500	
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	Air Elemental	U	\$3.00	\$1.50	\$1.80	1
	Ancestral Recall	R	180.00		80.00	5
	Animate Artifact	U	3.00	1.00	0.35	1
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| Ankh of Mishra

 | R | 7.00 | 4.00
 | 2.00 | | | Green Ward
 | IJ | 1.25 | 1.00 | 0.25
 | 1 | Purelace | R 5.0 | 0 3.00
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| Armageødon

 | R | 12.00 | 8.00
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 | C | 0.75 | 0.25 | 0.20
 | 1 | Raging River | R 40.0 | 0 33.15
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| Aspect of Wolf

 | R | 6.00 | 4.00
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 | R | 8.00 | 4.00 | 1.50
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| Badlands
Balance

 | R | 20.00
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 | 10.00 | | 1 | Kowling Mine
 | R | 1.00 | 8.00 | 2.50
 | 3 | | U 5.0 |
 | 1.00 2 | | Volcanic Island R | 28.00 | 15.00
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| Basalt Monolith

 | U | 3.00 | 1.00
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 | C | 1.00 | 0.25 | 0.20
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| Bayou

 | R | 20.00 | 15.00
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 | U | 3.00 | 1.00 | 1.00
 | 1 | Reverse Damage | R 6.0 | IQ 5.00
 | 2.00 2 | | Wall of Bone U | 2.08 | 1.00
 | 0.35 1 | | |
| Berserk

 | U | 38.00 | 30.00
 | 15.00 | 3 | | Hypnotic Specter
 | U | 5.00 | 3.00 | 1.00
 | 1 | | R 5.0 |
 | 2.00 2 | | Wall of Brambles U | 2.00 | 00.1
 | 0.30 1 | | |
| Birds of Paradise

 | R | 15.00 | 8.00
 | 4.00 | | | lce Storm
 | U | 24.00 | 17.00 | 8.00
 | 2 | e inter er inter integer | R 10.0
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Wall of Ice U | 2.00 | 1.00
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| Black Knight
Black Lotus

 | UR | 3.00
325.00 | 2.00
 | 1.00 | | | lcy Manipulator
Illusionary Mask
 | UR | 35.00 | 25.68
33.00 | 10.00
10.00
 | | | R 12.0
U 5.0 |
 | 0.35 1 | | Wall of Stone U | 2.00 | 1.00
 | 0.50 1 | | |
| Black Vise

 | U | 3.00 | 2.00
 | 1.00 | | | instill Energy
 | U | 3.00 | 1.00 | 1.00
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 | 1.25 3 | | Wall of Swords U | 2.00 | 1,00
 | 0.50 | | |
| Black Ward

 | U | 1.25 | 1.00
 | 0.25 | 1 | | Invisibility
 | C | 5.00 | 2.75 | 0.20
 | 1 0.25 | Sacrifice | U 2.6 | 1.00
 | 0.50 1 | | Wall of Water U | 2.00 | 1.00
 | 0.50 1 | | |
| Blaze of Glory

 | A | 40.00 | 28.50
 | 15.00 | 3 | i | Iron Star
 | U | 3.00 | 1.00 | 0.25
 | 1 | | C 1.8 |
 | 6.20 1 | | Wanderlust U | 2,00 | 1.00
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| Blessing

 | R | 6.00 | 5.00
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 | R | 6.00 | 4.00 | 1.50
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Bog Wraith

 | U | 1.25
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 | UR | 4.00 | 1.00 | 0.25
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0.20 1 | | Web R | 5.00 | 4.00
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| Braingeyser

 | R | 15.00 | 9.00
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U | 15.00 | 11.98 | 1.00
 | 1 0.05 | | U 3.0 |
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| Burrowing

 | U | 2.00 | 1.00
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 | U | 10.00 | 6.00
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 | U | 6.00 | 4.00 | 1.00
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| Castle
Colorid Price

 | U | 3.00 | 1.00
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 | U | 2.00 | 1.00
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 | U | 3.00 | 1.00
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 | R | 70.00 | 60.00
 | 35.00 | | | Kormus Bell
 | R | 6.00 | 4.00 | 1.50
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 | 0.20 1 | | Word of Command R | 50.00 | 40.00
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 | R | 5.00 | 3.00
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| Clockwork Beast

 | R | 6.00 | 4.00
 | 2.00 | 2 | | Lance
 | U | 2.00 | 1.00 | 0.50
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 | 0.25 1 | | Zombie Master R | 8.00 | 5.00
 | 3.00 2 | 2 | |
| Clone

 | U | 8.00 | 5.05
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 | U | 2.00 | 1.00 | 0.35
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 | UR | 3.00
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 | | Siren's Call
Sleight of Mind | U 2.0 |
 | 0.35 1
2.00 2 | 0.50 | Complete Set | \$325 | \$275
 | \$208 4 | | |
| Conservator

 | U | 2.00 | 1.00
 | 0.25 | | | Lifeforce
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U | 43.00 | 40.00 | 0.50
 | | Smoke | H 6.0 |
 | 2,00 2 | 0,00 | Booster Display | 458 | 300
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| Contract from Below

 | R | 6.00 | 3.75
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 | R | 5.00 | 3.00 | 0.50
 | 2 | Sol Ring | U 10.0 | 0 5.50
 | 1.00 2 | 0.50 | Booster Pack | 13.75 | 9.73
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 | U | 3.00 | 2.00
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Black Ward	U 👘 1.00	0.50	0.25	1		Fireball	C	0.50	0.25	0.05	0		Meekstone
Blessing	R 5.00	3.00	1.00	1		Flashfires	U	1.00	0.55	. 0.25	1		Mijae Djian
Blue Elemental Blast	C 👔 0.35	0.25	6.85	0		Flying Carpet	R	9.00	2.00	. 1.00	1		Millstone
Blue Ward	U 🖉 1.86	0.50	0.25	1		Force of Nature	R	8.00	6.00	3.00	2		Mind Twist
Bog Wraith	U 1.80	0.75	0.25	1	0.13	Fork	R	20.00	15.00	10.80	3		Mishra's War Machine
Bottle of Suleiman	R 3.00	2.00	1.00	1		Fungusaur	R	4.00	3.00	2.00	1		Nether Shadow
Braingeyser	B 9.98	7.00	3.50	3		Gaea's Liege	R	7.00	4.00	2.50	1	0.95	Nettling Imp
Brass Man	U 🔆 1.80	0.59	8.25	1		Glasses of Urza	U	1.00	0.75	0.25	1		Nevinyrral's Disk
Burrowing	U 1.61	0.75	0.25	1	0.13	Gleam	U	1.00	1.00	0.50	1		Nightmare
Castie	U 1.8	0.75	6.25	1		Geblin Balloen Brigade	U	1.00	0.75	0.25	1	0.13	Northern Paladin
Celestial Prism	U 1.8	0.75	0.25	1		Goblin King	R	6.00	4.00	3.00	2	0.40	Obsianus Golem
Channel	U 1.5(0.88	0.25	1	0.13	Granite Gargoyle	R	8,90	<u>6.00</u>	3.00	2		Onulet
Chaeslace	R 3.06	1.49	0.50	1	0.49	Green Ward	U	1.80	0.50	0.25	1		Orcish Artillery
Clockwork Beast	R 4.00	2.49	1.00	1		Guardian Angel	C	0.50	0.19	0.05	0		Orcish Oriflamme

OUTER LIMITS/WHITE CAP COMICS

and a state of the IN DATE OF Manager Mit 1985 10) **4**2 (114

There are really no favorite pro players here, because none play at this store.

Classic will change very little. It does not seem that the ongoing change of editions affects things much. Fifth Edition, for example, changed almost nothing. Limited expansions do a lot more for the players here.

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													and a second	Rocket Launcher	R	5.00	3.00	1.90	1		Aladdin's Ring	R	4.80	3.00	2.00	1
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Clore	U	8.00	5.00	9.75	2		Helm of Chatzuk	B	3,00	2.00	1.00	1		Royal Assassin	A	15.00	10.00	7.50	3		Angry Meb	U	1.80	0.63	0.25	1
Cockatrice	R	5.06	3.65	2.90	1	0.23	Howling Mine	R	8.00	6.00	4.00	3		Sacrifice	U	1.80	0,50	0.25	1		Animate Artifact	U	1.80	0.50	0.25	1
Conservator	U	1.89	0.50	8.25	1		Hurkyl's Recall	R	3.00	2.00	0.50	1		Savannah	R	15.00	12.00	8.00	4		Animate Dead	U	1.00	0.63	0.25	1
Contract from Below	R	5.00	3.00	1.00	1		Hurricane	U	1.08	0.75	8.25	1		Savannah Lions	R	6.60	4.00	3.00	3		Animate Wall	R	4.00	3.00	1.50	1
Control Magic	U	3.00	2.00	0,75	1		Hypnotic Specter	U	3.08	2.00	1.00	1		Scavenging Ghoul	U	1.08	0,50	0,25	1		Ankh of Mishra	R	4.08	3,00	2.00	1
Conversion	U	1.00	0.50	0.25	1		Instill Energy	U	1.00	0.75	0.25	1	0.13	Scrubland	R	15,00	12.00	10.00	4		Armageddon	R	8,00	6.00	3.00	4
Copy Artifact	B	8.00	5.73	2.56	2	0.23	Iron Star	U	1.00	0.50	0.25	1		Sedge Troll	R	8.00	5.05	2.50	2	0.13	Armageddon Clock	R	4.00	3.00	1,50	1
Counterspell	U	2.00	1.00	0.50	1		Island Fish Jasconius	R	4.00	2.15	1.00	1		Sengir Vampire	U	5.00	3.50	1.60	2		Ashes to Ashes	U	1.00	0.50	0.25	1
Crumble	U	1,00	0.63	8.25	1		Island Sanctuary	B	4.99	3.00	1.00	1		Serendib Efreet	R	9.00	6.25	4.00	3	0.25	Ashnod's Battle Gear	U	1,00	0.50	0.35	1
Crusade	R	8.00	6.00	4.00	2		lvory Cup	U	1.00	0.50	0.25	1		Serra Angel	U	6.00	5.00	2.00	2		Aspect of Wolf	R	4.00	3.00	2.00	1
Crystal Rod	U	1,80	0.75	0,25	1		lvory Tower	8	6.00	4.00	2.50	2		Shatlerstorm	U	2.00	1.00	0.25	1		Backfire	U	1.00	0.50	0.25	1
Cursed Land	U	100	0.63	8.25	1		Jade Monolith	R	3.00	2.00	1.00	1		Shivan Dragon	R	18.00	14.75	8.00	4	0.25	Bad Moon	R	7.00	5.00	3.00	4
Dancing Scimitar	R	3.00	2.50	1.00	1		Jandor's Ring	R	4,00	2.25	1.00	1		Simulacrum	U	1.00	0.59	0.25	1		Balance	R	6.00	4.00	2.00	2
Dark R tual	C	0.35	0.23	0.05	0		Jandor's Saddlebags	R	3.00	2.15	1.00	1		Siren's Call	U	1.00	0.75	0.25	1		Ball Lightning	R	10.00	8.00	4.00	3
Darkpact	R	4.08	3.00	1.00	1		Jayemdae Tome	R	5.00	4.00	1.50	1		Sleight of Mind	R	4.00	3.00	1.00	1		Birds of Paradise	R	8.00	6.00	3.00	4
Deathgrip	U	1.90	0.50	0.25	1		Juggernaut	IJ	5.00	3.25	0.75	1	0.15	Smoke	R	4.00	2.50	1.00	1		Black Knight	U	2.00	1.00	0.50	1
Deathlace	R	3.00	1.88	1.00	1	0.25	Karma	U	1.00	0.75	0.25	1	0.84	Sal Ring	U	6.00	4.00	0.75	2		Black Mana Battery	R	4.80	3.00	2.00	1
Demonic Attorney	R	4.29	3.00	1.00	1		Keldon Warlord	U	2.00	1.00	0.50	1		Sorceress Queen	R	7.00	5.00	2.50	1		Black Vise	U	2.00	1.00	0.50	
Demonic Hordes	R	14.00	8.00	6.00	2		Kird Ape	C	1.00	0.27	0.10	0	0.08	Soul Net	U	1.00	0.50	0.25	1		Black Ward	U	1.00	0.50	0.25	1
Demonic Tutor	U	6 00	4.00	1.00	2		Kormus Beil	R	3.00	2.75	1.00	1		Stasis	R	6.00	4.00	2.00	2		Blessing	R	4.29	3.00	2.00	1
Desert Twister	U	1.29	1.00	8.25	1		Kudzu	R	4,00	3.00	1.00	1		Steal Artifact	U	1.00	0.75	0.25	1	0.13	Blight	U	1.00	0.73	0.35	1
Dingus Egg	R	4.00	3.00	1.00	1		Lance	U	1.00	0.75	0.25	1	0.02	Stone Giant	U	1.00	0.63	0.25	1		Blue Mana Battery	R	4.00	3.00	2.00	1
Disintegrate	C	0.50	0.25	0.05	0		Ley Druid	U	1.00	0.63	0.25	1		Sunglasses of Urza	R	4.00	2.50	1.00	1		Blue Ward	U	1.08	0.50	0.25	1
Disrupting Scepter	ß	A.00	3.00	1.50	2		Library of Leng	U	1.00	0.75	0,25	1		Swords to Plowshares	U	2.29	1.50	0,50	1		Bog Wraith	U	1.00	0.50	8.25	1
Dragon Engine	R	3.00	2.00	0.50	1	0.25	Lifeforce	U	1.00	0.67	0.25	1		Taiga	R	15.00	12.00	8.90	4		Bottle of Suleiman	R	4.80	3.00	1.50	1
Dragon Whelp	IJ	2.50	1.00	0,50	1	0.50	Lifelace	R	3.00	1.75	0,95	1	0.26	The Nive	R	5.89	3.00	1.00	1		Brass Man	U	1.00	0.50	0.25	1
Orain Life	C	0,35	0.25	0.05	D		Lifetap	U	1.00	0.50	0,25	1		The Rack	U	2.00	1.00	8,25	1		Bronze Tablet	R	4.00	3.DD	1.50	1
Dram Power	R	4.80	3.90	1.50	1		Lightning Bolt	C	1.50	0.75	0.25	1		Thicket Basilisk	U	1.08	0.99	0.50	1	0.01	Burrowing	U	1,08	0.50	0.25	1
Dwarven Weaponsmith	U	1.00	0.75	0.25	1	0.02	Living Artifact	R	3.00	2.50	1,00	1		Thoughtlace	B	3.00	1.50	0.50	1	0.01	Carrion Ants	U	3.00	1.00	0.59	1
Earth Elemental	U	1.90	0.75	0.25	1	0.04	Living Lands	R	3.00	2.50	1.90	1		Threne of Bone	U	1.00	0.50	0.25	1		Castle	U	1.00	0.50	0.25	1
Earthbind	C	0.50	0.19	0.85	0		Living Wall	U	2.50	0.79	0.25	1	0.21	Timber Wolves	R	3.00	2.90	1.00	1		Cave People	U	1.00	0.50	0.25	1
Earthquake	ß	6.90	4.00	2.00	3		Llanowar Elves	C	0.35	0.25	0.05	0		Titania's Song	R	3.00	2.50	1.00	1		Celestial Prism	U	1.80	0.50	0.25	1
Ebony Horse	R	3.80	2.00	1.00	1		Lord of Atlantis	R	6.09	4.25	2.50	1	0.25	Tropical Island	R	15.00	12.00	8.00	4		Channel	U	1.00	0.50	0.25	1
El-Hajjâj	R	4.00	3.00	7 1.00	1		Lord of the Pit	R	8.80	5.95	3.00	1	8.02	Tsunami	IJ	1.00	0.75	0.25	1		Chaoslace	R	4,00	2.00	0,95	1
Elvish Archers	R	4.89	3.00	2.00	1	0.46	Lure	U	1.50	0,75	8.25	1		Tundra	R	16.00	12.00	8.00	4		Clockwork Avian	R	5.00	3.00	2.00	1
Energy Flux	U	1.00	0.50	0.25	1		Magical Hack	R	5.00	3.00	2.00	1	1.00	Tunnel	U	1.00	0.75	0,25	1		Clockwork Beast	R	4.00	3.00	2.00	1
Evil Presence	U	1.00	0.75	0.25	1		Magnetic Mountain	R	3.00	2.00	2 (1.99)	1		Underground Sea	R	15.00	12.00	10.00	4		Cockatrice	R	5.00	3.00	2.00	1
Eye for an Eye	R	4,00	3.00	2.00	1		Mahamoti Djinn	R	8,60	6.00	4.50	4		Uthden Troli	U	1.80	0.90	0.25	1	0.11	Colossus of Sardia	R	6.00	5.00	2.00	1
Farmstead	R	4.00	3.00	1.08	1		Mana Flare	R	6.00	4.13	2.50	2	0.13	Verduran Enchantress	R	4.00	3.00	2,90	1		Conservator	U	1.00	0.50	0.25	1
Fastbond	R	6.09	4.79	2.06	1	0.21	Mana Short	R	5.00	3.00	2.00	1		Vesuvan Doppelganger	R	22.00	15.00	10.00	3		Centrel Magic	U	2.00	1.00	0.50	1
Feedback	U	1.00	0.50	0.25	1		Mana Vault	ß	5.00	3.40	1.00	2	0.20	Veteran Bodyguard	R	9.25	5.00	3.80	2		Conversion	IJ	1.00	0.50	0,25	1
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Crusade	\$ 4.50	Pyramids	\$ 15.00	Recurring Mightmare	\$ 11.00	Pearl Medallion	\$ 2.50	Perigrine Drake	\$.50	Ghitu Fire-Eater	\$ 25
Demonic Tutor	\$ 4.50 \$ 3.50	Ring of Maruf	\$ 28.00	Seismic Assault	\$ 3.00	Perish	S 1.00	Persecute	\$ 0.00	Ghitu War Cry	\$ 25 \$.25
Dual Lands \$ 8.0	3 3.30 00 - \$ 16.00		\$ 10.50	Spike Weaver	\$ 6 00	Pine Barrens	S 2 50	Phyrexian Processor	\$ 400	Goblin Welder	\$ 1.50
Elvish Archers	\$ 2.00	Rukh Egg	\$ 6.00	Survival of the Fittest	5 8 00	Propaganda	\$ 1.25	Phyrexian Tower	\$ 2,00	Grim Monolith	\$ 1.50
	\$ 2.00	Sorceress Queen		Survival of the Pittest	2 9 00		\$ 9.00	Planar Birth	\$ 2.50	Harmonic Convergence	\$ 25
Fallen Angel		Stone Throwing Devils	\$ 3.50	COONCILOT D		Rathi Dragon	\$ 3.00	Planar Void	\$ 1.00	Hidden Gibbons	\$ 3,00
Feldon's Cane	\$.50			STRONGHOLD	a	Recycle					\$ 25
Fellwar Stone	\$.50	BETA		Acidic Sliver	\$ 75	Ruby Medallion	\$ 3.00	Priest of Gix	S 2 00 S 1.50	Hope and Glory	\$ 5 00
Force of Nature	\$ 3.00	Air Elemental	\$ 3.00	Awakening	\$ 2.00	Salt Flats	\$ 2.50	Recantation		Impending Disaster	
Fork	\$ 14.00	Ancestral Recall	\$210.00	Burgeoning	S 2 00	Sapphire Medallion	\$ 5.00	Remembrance	\$ 2.00	Iron Maiden	\$ 2 (H
Gloom	\$.25	Berserk	\$ 36.00	Camissid	\$ 2.00	Sacromancy	\$ 6.00	Reprocess	\$ 1.50	Jhoira s Toolbox	\$ 25 \$ 3,50
Goblin King	\$ 2.00	Black Vise	\$ 9.00	Constant Mists	\$.50	Scabland	\$ 2.50	Rumbling Crescendo	5 2 00	Karmic Guide	5 4.50
Howling Mine	\$ 4.50	Demonic Tutor	\$ 24.00	Crovaxed the Cursed	\$ 2.50	Scalding Tongs	\$ 4.00	Scotta Wurm	\$ 1.50	King Crab	\$ 25 \$ 25 \$ 25 \$ 25 \$ 25 \$ 25 \$ 25 \$ 25
Hydroblast	\$.50	Disrupting Scepter	\$ 19.00	Crystalline Sliver	\$ 1.50	Skyshroud Forest	\$ 2.50	Serra Avatar	\$ 14.00	Knighthood	\$ 25
Hypnotic Spectre	\$ 1.50	Dram Life	\$ 2.00	Dream Halls	\$ 2.50	Soltari Monk	> 1.25	Serra's Embrace	\$ 75	Last ditch Effort	S 25
Jester's Cap	\$ 7.50	Fireball	\$ 3.50	Ensnaring Bridge	\$ 3.00	Soltari Priest	\$ 1.50	Shivan Gorge	\$ 2.00	Levitation	\$ 25
Juggernaut	\$ 2.50	Icy Manipulator	\$ 36.00	Evacuation	\$ 2.50	Timewarp	\$ 8.00	Shivan Hellkite	\$ 5.00	Lone Wolf	\$.25
Kurma	\$.25	Jayemdae Tomb	\$ 32.00	Gravepact	\$ 3.50	Verdant Force	\$ 6.50	Shivan Raptor	\$.75	Lurking Skirge	\$ 2.00
Karplusan Forest	\$ 3.00	Juggernaut	\$ 9.00	Heartstone	\$ 75	Wasteland	\$ 2.00	Show and Tell	\$ 3.50	Martyr's Cause	\$ 50
Killer Bees	\$ 1.00	Karma	\$ 3.00	Hibernation Sliver	\$ 75	Whispers of the Muse	\$ 1.25	Sleeper Agent	\$ 3.00	Memory Jar	\$ 4 50
Leviathan	\$ 2.00	Lord of Atlantis	\$ 16.00	Megrun	\$ 50			Smokestack	\$ 3.50	Might of Oak	\$ 2.50
Lightning Bolt	\$ 1.00	Lure	\$ 2.00	Mogg Maniac	\$ 50	URZA'S SAGA		Sneak Attack	\$ 8.00	Molten Hydra	\$ 1.50
Lord of Atlantis	\$ 2.50	Mahamots Dunn	\$ 24.00	Mortuary	\$ 2.50	Absolute Law/Grace	\$.50	Somnophore	\$ 2.50	Mother of Runes	\$.50
Mana Flare	\$ 2.50	Nether Shadow	\$ 16.00	Persuit of Knowledge	\$ 2.50	Abundance	\$ 6.00	Soul Sculptor	\$ 2.00	Multani Maro-Sorcerer	\$9.00
Mana Vault	\$ 3.00	Plateau	\$ 58.00	Reins of Power	\$ 3.00	Albino Troll	\$.75	Stroke of Genius	\$ 16.00	Multani's Presence	\$.50
Millstone	\$ 3.00	Power Sink	\$ 1.50	Shamen En-Kor	\$ 2.50	Anaconda	\$ 50	Sunder	\$ 3.00	No Mercy	\$ 6 50
Necropotence	\$ 5.50	Psionic Blast	\$ 30.00	Shard Phoenix	\$ 5.50	Angelic Chorus	\$ 4.50	Tainted Aether	\$ 1.50	Opal Avenger	\$ 2.00
Nether Shadow	\$ 2.50	Regrowth	\$ 11.00	Shock	\$ 25	Arcane Laboratoy	\$ 1.50	Temporal Aperature	\$ 3.00	Opportunity	\$ 50
Nightmare	\$ 4.00	Sol Ring	\$ 24.00	Sliver Queen	\$ 10.00	Argothian Enchantress	\$ 6.50	Thran Quarry	\$ 13.00	Palinchron	\$ 5 50
Pox	\$ 3.00	Stone Rain	\$ 1.50	Soltari Champion	\$ 4.50	Argothian Wurm	\$ 6.00	Thrane turbine	5 1.00	Peace and Quiet	\$ 25
Pyroblast	\$ 50	Terror	\$ 2.50	Spike Feeder	\$ 1.50	Attunement	\$ 1.50	Time Spiral	\$ 14.00	Phyrexian Defiler	\$ 25
Regrowth	\$ 2.50	Timetwister	\$170.00	Spined Sliver	\$.75	Back to Basics	\$ 2.00	Titania's Boon	\$.75	Phyrexian Plaguelord	\$ 1.50
Royal Assassin	\$ 10.00	Vesuvan Doppleganger	\$ 36.00	Volrath's Garden	\$ 2.50	Blanchwood Armor	\$.75	Titania's Chosen	\$.50	Phyrexian Reclamation	\$ 25
Savannah Lions	\$ 3 50	vesuvan Doppreganger	3 50.00	Volrath's Stronghold	\$ 7.00	Catastophe	> 4 00	Tolarian Academy	\$ 6.00	Planar Collapse	\$ 3 50
Sengir Vampire	\$ 3 00	LEGENDS		Wall of Blossoms	\$ 2.50	Child of Gaea	\$ 4.50	Umbillicus	\$ 2.00	Purify	\$ 2.50
Serra Angel	\$ 3 50	Acid Ran	\$ 16.00	Warnor Angel	\$ 4.50	Chimeric Staff	\$ 3.50	Vampuric Embrace	\$ 75	Pyromancy	\$ 6.50
Shivan Dragon	\$ 9 50	All Hallow's Eve	\$ 31.00	Warnor En-Kor	\$ 75	Citanel Centaurs	\$ 3.50	Vebulid	\$ 1.50	Quicksilver Amulet	\$400
	\$ 2 50	Chain Lightning	\$ 2.50	warnor En-Kor	2 13	Citanel Flute	\$ 2.50	Veiled Crocodile	\$ 2.00	Rack and Run	\$ 25
Sorceress Queen	\$ 150	Cleanse	\$ 12.00	TEMPEST		Claws of Gix	\$ 75	Vernal Bloom	\$ 2.50	Radiant Archangel	\$ 4.00
Spirit Link	\$ 2.00	Crimson Kobolds		Alter of Dementia	\$ 3.00	Contamination	\$ 3.00	Victimize	\$ 1.00	Radiant s Dragoon	\$ 50
Stasis				Aluren	\$ 3.50	Cradle Guard	\$.75	Voice of Grace/Law	\$.75	Rank and File	\$ 50
Strip Mine	\$ 3 00	Darkness	\$ 75 \$ 75		5 3 30 \$ 75	Crater Hellion	\$ 3 50	Volce of Grace/Law Voltaic Key	\$ 1.00	Raven Familiar	\$ 25
Stromgald Cabal	\$ 1 50	Equinox		Armor Sliver	5 75 S 2,50		\$ 2.50	Vug Lizard	\$.75	Rebuild	\$ 56
Sulfi.rous Springs	\$ 3 50	Falling Star	\$ 6.50	Avenging Angel		Dark Hatchling					\$ 6.50
Swords to Plowsnares	\$ 1.50	Field of Dreams	\$ 9.50	Barbed Shver	S 75	Darkest Hour	\$ 3.50	Waylay	\$.75 \$ 3.50	Rings of Gix	
Sylvan Library	\$ 3.00	Glyph s(any)	S 25	Bod	\$.50	Douse	S 50	Western Paladin	\$ 1.50	Rivalry	\$ 1 50 \$. 50
The Rack	\$ 1.00	Hell's Caretaker	\$ 6.50	Booby Trap	S 2 50	Drifting Djinn	\$ 3.00	Whetstone		Scrapheap	\$, 50 \$ 6 00
Underground River	\$ 3 00	Holy Day	S 75	Bounty Hunter	\$ 2.50	Eastern Paladin	\$ 3.50	Whirlwind	\$ 1.50 \$ 1.50	Second Chance	\$ 3 50
Vesuvan Doppleganger	\$ 13.50	Land Equilibrium	\$ 12.00	Caldera Lake	\$ 3.00	Elite Archers	\$ 2.00	Wildfire		Shivan Phoenix	
White Knight	\$ 75	Land Tax	\$ 6.00	Coffin Queen	\$ 3.00	Endless Wurm	\$ 4.50	Witch engine	\$ 1.50	Spawning Pool	\$ 50
Will o Wisp	\$ 3.00	Nether Void	\$ 52.00	Cmdr. Grevin Il-Vec	\$ 5.00	Energy Field	\$ 4.50	Worship	\$ 4.50	Subvers on	\$ 3.00
Winter Orb	\$ 4 00	Recall	\$ 9.00	Corpse Dance	\$ 3.50	Exhaustion	S 75	Yagmouth's Will	\$ 6.50	Sastainer of the Realm	\$.25 \$ 25
		Spirit Link	\$ 4.50	Dirtcowl Wurm	S 3.00	Exploration	\$ 4 00	Zephid	\$ 3.00	Tethered Skirge	
ANTIQUITIES		Sylvan Library	\$ 6.50	Dread of Night	\$ 50	Fluctuator	\$ 2.50	Zephid's Embrace	S .75	Thran Lens	\$ 4.00
Argivian Archaeologist	\$ 26 00	Syphon Soul	\$.75	Earthcraft	\$ 4.00	Fog Bank	\$.50			Thran Weaponry	\$ 2 00
Candelabra of Tawnos	\$ 36.00	Tabernacle at P. Vale	\$ 27.00	Eladamri's Vineyard	5 8 00	Gaea's Embrace	\$.50	URZA'S LEGACY		Ticking Gnomes	\$ 25
Drafna s Restoration	\$ 1 25	Underworld Dreams	\$ 22.00	El Lord of Leaves	\$ 3.00	Gaea's Cradle	\$ 12.00	Angel's Trumpet	\$.50	Tinker	\$ 50
Feldon's Cane	\$ 2.00			Emerald Medallion	\$ 3.00	Gamble	\$ 2.50	Antroplasm	\$ 2.50	Treacherous Link	\$ 50
Ivory Tower	\$ 4.50	EXODUS		Extinction	\$ 3.00	Gilded Drake	\$ 2,50	Archivist	\$1.50	Treetop Village	\$ 75
Millstone	\$ 5.00	Carnophage	\$.25	Flickering Ward	\$ 1.00	Glorious Anthem	\$ 6.50	Avalanche Riders	\$.75	Urza s Blueprints	\$ 2.50
Mishra s Workshop	\$ 28.00	Cataclysm	\$ \$ 50	Furnace of Rath	\$ 3.50	Goblin Lackey	\$ 75	Beast of Burden	\$ 3 50	Viashino Cutthroat	\$ 50
Ormthopter	\$.75	Coat of Arms	\$ 7.00	Grindstone	\$ 4.50	Great Whale	\$ 4.00	Blessed Reversal	\$ 3.50	Viashino Heretic	\$ 25
Power Artifact	\$ 2.00	Dauthi Warlord	\$ 75	Horned Sliver	\$ 1.25	Guma	\$ 50	Bloated Toad	\$.25	Walking Sponge	\$ 25
Su Chi	\$ 3.00	Dominating Licid	\$ 2.00	Humility	5.4.00	Herald of Serra	\$ 3.50	Bone Shredder	\$.75	Weatherseed Treefolk	\$ 3 50
Tawnos Coffin	\$ 14.00	Ertai Wizard Adept	\$ 6.00	Intuition	\$ 6.00	Intrepid Hero	\$ 2.50	Brink of Madness	\$ 3.00	Wheel of Torture	\$ 3 00
The Rack	\$ 2.00	Exaited Dragon	\$ 1.50	Jackul Pup	\$ 1.25	Karn Silver Golem	\$ 3.50	Crawlspace	\$ 2 50	Wing Snare	\$ 25
A DO ANNON	W 2.00	Surger Duffen	P 100			and party obtain					
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J&M ALSO HAS A FULL LINE OF STAR WARS AND LSR SINGLES...JUST ASK

ALL CARDS ARE NR MINT/MINT CONDITION

Item		High	Med	Low TR	+/:.	Item		High	Med	Low T	₹ħ	1	Hem		High 1	Med	Low TR	+/	llem		High	Med	Löŵ TI	R +/:	
CoP: Artifacts	U	2.00	0.88	0.35 1	0.13	Hypnotic Specter	U	3.00	2.00	8.50			Osai Vultures	U	1.00	0.50	0.25 1		Web	R	4.00	3.00	4.50	1	
Coral Helm	R	4.00	3.00	1.50 1		Inferno	R	4.50	3.98	2.00	0.	.02	Personal Incarnation	R	5.00	3.00	2.06 1	0.40	Whirling Dervish	U.	2.00	1.00	0,56	3	
Cosmic Horror	R	4.00	3.00	2.00 1		Instill Energy	U	1.00	0.50	0.25			Phantasmal Forces	U	1.00	0.50	0.25 1		White Knight	U	2.00	1.00	0.50	1	
Counterspeti	U	2.80	0.75	8.25 1		Iron Star	U	1.00	0.50	0.25			Phantom Monster	U	1.00	0.67	9.25 1	0.13	White Mana Battery	R	4.00	3.00	2.00	1	
Grimson Mantico	R an	4,60	3.00	1.50 1		Island Fish Jasconius	R	4.00	3.00	1.50			Pirate Ship	R	4.90	3.00	2.80 1		White Ward	IJ	1.00	0.50	0.25	1	
Crumble	U	1.00	0.50	0.25 1		Island Sanctuary	R	4.00	3.00	2.00			Power Surge	R	4.08	3.00	2,00 1		Will-O'-The-Wisp	R	6.00	4.73	2.00	2 0.	23
Crusade	R	7.80	5.00	2,00 2		lvery Cup	U	1.00	0.50	0.25			Primal Clay	R	4.00	3.00	1.25 1		Winds of Change	R	5.00	3.00	2.00	1	
Crystal Rod	U	1.00	0.50	0.25 1		lvory Tower	R	5.00	4.00	2.00			Psionic Entity	R	4.00	3.00	2.00 1		Winter Blast	U	1.00	0.73	0.25	1 0.	13
Cursed Land	U	1.00	0.50	0.25 1		Jade Monolith	R	4.00	3.00	1,50			Purelace	R	4.00	2.50	1.00 1	0.50	Winter Orb	R	6.00	4.00	2.00	4	
Cursed Rack	U	1.00	0.75	9.25 1	0.13	Jandor's Saddlebags	R	4.00	3.00	1.50			Pyrotechnics	IJ	1.00	0.50	9.25 1		Wooden Sphere	U	1.00	0.50	0.25	1	
Dancing Scimitar	R	4.08	3.00	1.50 1		Jayemdae Tome	R	5.00	3.95	2.00			Radjan Spirit	U	1.00	0.60	0.25 1	0.10	Wrath of God	8	8.00	6.00	arost	4	
Deathgrip	0	1.00	0.50	8.25 1		Junún Efreet	U	1.00	0.75	0.35			Rag Man	R	4.00	3.00	2.00 1		Xenic Poltergeist	R	4.00	3.00	1.50	1	
Deathlace	R	4.00	2.25	1.00 1	0.25	Karma	U	1.00	D.73	0.35		.13	Rebirth	R	4.00	3.00	1.00 1		Zombie Master	R	5,00	3.00	2.00	1	
Desert Twister	U	1.08	0.63	0.25 1	0.13	Keldon Warlord	U	1.00	0.75	0.25			Red Mana Battery	R	4.00	3.00	2.00 1		F1F		-	D 1	r10	N	
Detenate	U	1.00	0.60	0.35 1	0.10	Killer Bees	U	4.00	1.00	0.50			Red Ward	U	1,00	0.50	0.25 1				-		1.000		
Diabolic Machine	U	1.00	0.50	0.25 1		Kismet	U	1.79	0.98	0.35	0.	.03	Relic Bind	R	4.00	3,00	1.50 1		Complete Set		\$350	\$250	\$100	4	
		274400000	0000000000		CONTRACTOR OF T		Section 1		an average		SPECIAL PROPERTY	daren a	Reverse Damage	R	5.00	3.00	2.00 1		Booster Display		97	89	111 2 110	3	
a na sa kana sa kata sa ka												100	Righteousness	R	4.50	3.00	2.00 1		Booster Pack		3,00	2.95	and the second	2	
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							N		T+1	E E I		Contraction of the	Royal Assassin	R	14.80	10.00	5.00 3		Starter Deck		8.00	8.95 0.10		a 0	
Ken Krissner						and the second	and a star	Sec		-			Savannah Lions	R	6.00	4.00	2.00 2		Typical Common		0.25	0.10	0.05	U	
217 Central Ave												N. C.	Scavenging Ghoul	U	1.00	0.50	0.25 1	0.13	Abbey Gargoyles	U	\$1.00	\$0.75	\$8.25	1	
Altany NY 122												a line	Segovian Leviathan	U	1.00 5.00	3,45	0.25 1 0,50 1	0.05	Abyssal Specter	U	2.00	1.00	0.35	1	
												taning the	Sengir Vampire Serra Angel	U	6.00	4.95	0.50 2	0.03	Adjasar Speciel	R	5.00	4.49	20 0.590	3 0.	24
518) 433-880	3											antan a	Shapeshilter	U	1.00	0.75	0.25 1	0.0%	Æther Storm	U	1.00	0.59	0.25	1 0.1	
ance many her												alite in	Shivan Dragon	R	16.00	12.00	6.00 4		Air Elemental	U	1.99	1.00	0.25	1	
		the india	2.119 2212		The Party of the	en aller in a	an a' a' a'		_	_		1	Simulacrum	U	1.00	0.50	8.25 1		Akron Lepionnaire	R	4,49	3.00	2.00	F	
		de de se		and the second second	12 1 3 S	9 E A						a star	Sindbad	U	1.00	0.50	0.25 1		Aladdin's Ring	R	4.00	3.00	1.50	1	
uen Farkas is d	ne most	popula	r-an	t the oni	y-Pro	Tour player in t	ne al	<i>rea.</i>				and the	Siren's Call	U	1.00	0.50	0.25 1		An-Havva Constable	R	4.00	3.00	2.60	1	
												Antaria -	Sleight of Mind	R	4.50	3.00	2.00 1		Angry Mob	U	1.00	0.75	0.25	1 DJ	05
I don't think Cla	esic wil	I affect	nnr i	ustamer	s muc	h, as we do not	have	a lot	nf ser	iaus a	av-	and the second	Smoke	R	4.00	3.00	2.00 1		Animate Dead	U	1.80	0.75	0.25	1	
												MA.	Sorceress Queen	R	5.00	4.00	2.00 1		Animate Wall	R	4.00	3.00	1.50	1	
ers, out it make	s the ru	les eas	ier to	understa	נחס זסו	r new gamers. I u	nan t	iike u	ne Gia	ISSIC T	lles	1000	Soul Net	U	1.00	0.50	0.25 1		Ankh of Mishra	8	4,69	3.00	1,50	1	
	I didn't	under	stand	them, bu	t now	that I have a lit	le m	ore in	forma	tion al	out	6- Sec	Spirit Link	U	3,00	1.00	8.35 1		Anti-Magic Aura	U	1.00	0.50	6.25	1	
at first because	hp vor	v naod	far th	e name								in the second	Spirit Shackle	U	1.00	0.50	0.25 1		Arenson's Aura	U	1.00	0.50	8.25	1	
	a na narj	9000	101 01	o gumos								attan d	Stasis	R	6.00	4.00	2.80 2		Armageddon	R	8.00	6.00	3.00	4	
at first because them, I find it ti												4	Steal Artifact	U	1.00	0.55	0.25 1	0.04	Ashes to Ashes	U	1,00	0.50	0.25	1	
			4443353.679	an an an an an an an an an an an an an a	039449346		KANSO ANA	St C. Swill			North Dec	and a second	Stone Giant	U	1.00	0.50	0.25 1		Ashnod's Altar	U	1.00	0.59	0.25	1 0.	09
	ernalitheire	ENVIOLINATED					D	4.00	3.00	1.50			Strip Mine	U	5.08	3.00	0.50 1	0.13	Aspect of Wolf	R	4.50	3.00	2.00	1	
	ningen dieteren R	4.00	3.00	2,00 1		Kormus Bell	n		4.00	2.08			Sunglasses of Urza	R	4.08	3.00	1.50 1		Atop	U	1.00	0.50	0,25	1	
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tem, I find it ta Dingus Egg Disrupting Sespte Divine Transform Dragon Engine Dragon Whelp Dram Power Earth Elemental	er R atson U R D R U	4.00 1.10 4.00 2.00 4.00 , 1.00	3.00 0.85 3.00 1.00 3.00 0.75	2.00 2 0.35 1 1.00 1 0.50 1 2.00 1 0.25 1		Land Tax Leviathan Ley Druid Library of Leng Lifeforce Lifelace	R U U U R	6.00 1.00 1.00 1.00 4.00	4.00 0.50 0.50 0.50 3.00	2.00 0.25 0.25 0.25 1.00	1 1 1 1 0	.50	Sylvan Library Tawnos's Wand Tawnos's Weaponry Tempest Efreel	R U U R	6.00 1.00 1.00 4.00	5.00 0.50 0.50 3.00	3.00 3 0.25 1 0.35 1 1.49 1		Azure Drake Bad Moon Ball Lightning Barl's Cage Binding Grasp	U R R R U	7.00 18,00 4.09 1.00 8.00 2.00	5.00 8.00 3.00 0.75 6.00 1.00	2,95 3,80 1,50 0,25 3,00 0,50	4 1 1 3 1	
em, I find it ta Dingus Egg Disrupting Scepte Diven Transform Oragon Engine Drago Mylop Dran Power Earth Elemental Earthquake	er R atson U R U R U R	4.00 1.10 4.00 2.00 4.00 , 1.00 5.00	3.00 0.85 3.00 1.00 3.00 0.75 4.00	2.00 2 0.35 1 1.00 1 0.50 1 2.00 1 0.25 1 2.00 2		Land Tax Lewiathan Ley Druid Library of Leng Lifeforce Lifelace Lifelace	R V V V V	6.00 1.00 1.00 1.00 4.00 1.00	4.00 0.50 0.50 0.50 3.00 0.50	2.00 0.25 0.25 0.25 1.00 0.25	1 1 1 1	.50	Sylvan Library Tawnos's Wand Tawnos's Weaponry Tempost Efrael Tetravus	R U U R R R U	6.00 1.00 1.00 4.00 5.00	5.00 0.50 0.50 3.00 3.00	3.00 3 0.25 1 0.35 1 1.49 1 2.00 1 2.00 1 0.25 1		Azure Drake Bad Moon Ball Lightning Barl's Cage Binding Grasp Birds of Paradise Black Knight Bight	U R R U R U U U	7.00 10.00 4.09 1.00 8.08 2.00 1.08	5.00 8.00 3.00 0.75 6.00 1.00 0.75	2.95 3.90 1.50 0.25 3.00 0.50 0.25	4 1 1 3 1 1 0.	.25
em, I find it ta Dingus Eqg Disrupting Scepte Divine Transform Oragon Engine Oragon Whelp Oran Power Earth Elemental Earthquake Ebony Horse	er R atson V R U R U R R R	4.00 1.10 4.00 2.00 4.00 * 1.00 5.00 4.00	3.00 0.85 3.00 1.00 3.00 0.75 4.00 3.00	2.00 2 0.35 1 1.00 1 0.50 1 2.00 1 0.25 1 2.00 2 1.00 2		Land Tax Lewiathan Ley Druid Library of Leng Lifelorce Lifeloco Lifeloco Lifelop Lifetop	R V V V V V C	6.00 1.00 1.00 1.00 4.00 1.00 1.00	4.00 0.50 0.50 0.50 3.00 0.50 0.35	2.00 0.25 0.25 0.25 1.00 0.25 0.05	 	.50	Sylvan Library Tawnos's Wand Tawnos's Weaponry Tempost Efreel Tetravus The Hive	R U U R R R U U U	6.00 1.00 1.00 4.00 5.00 5.00	5.00 0.50 3.00 3.00 3.00 0.75 0.75	3.00 3 0.25 1 0.35 1 1.49 1 2.00 1 2.00 1 0.25 1 0.35 1		Azure Drake Bad Moon Ball Lightning Barl's Caye Binding Grasp Birds of Paradise Black Knight Blight Blight	U R R V R U R U R	700 18,00 4,00 1,00 8,08 2,00 1,00 6,00	5.00 8.00 3.00 0.75 6.00 1.00 0.75 4.75	2.95 3.90 1.50 0.25 3.00 0.50 0.25 2.50	4 1 1 3 1	.25
ingus Eqg Disrupting Scepte Disrupting Scepte Divone Transform Dragon Whelp Dragon Whelp Drano Power Earth Elemental Earthquake Ebony Horsa Ei-Hajjāj	er R atson V R U R U R R R	4.00 1.10 4.00 4.00 4.00 5.00 4.00 4.00	3.00 0.85 3.00 1.00 3.00 0.75 4.00 3.00 3.00	2.00 2 0.35 1 1.00 1 0.50 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 0.35 1		Land Tax Lewiathan Ley Druid Library of Leng Lifeloce Lifelaca Lifelaca Lifetap Liphtning Bott Living Artilact	R V V R V C R R R	6.00 1.00 1.00 1.00 4.00 1.00 1.00 4.00	4.00 0.50 0.50 0.50 3.00 0.50 0.35 3.00	2.00 0.25 0.25 1.00 0.25 0.05 1.50 2.00 2.00	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	.50	Sylvan Library Tawnos's Wand Tawnos's Weaponry Tempest Efreet Tetravus The Hive The Rack Thucket Basilisk Thucket Basilisk	R U R R R U U R	6.00 1.00 1.00 4.00 5.00 1.00 1.00 4.00	5.00 0.50 0.50 3.00 3.00 3.00 0.75 0.75 3.00	3.00 3 0.25 1 0.35 1 1.49 1 2.00 1 2.00 1 0.25 1 0.35 1 1.03 1	0.50	Azure Drake Bad Moon Ball Lightning Barl's Cage Binding Grasp Birds of Paradise Black Knight Binking Spint Bonking Spint Bog Wraith	U R R U R U U R U	700 10,00 4,00 1,00 8,00 2,00 1,00 6,00 1,90	5.00 8.00 3.00 0.75 6.00 1.00 0.75 4.75 0.50	2.95 3.90 1.50 0.25 3.00 0.50 0.25 2.50 9.25	4 1 1 3 1 1 0.	.25
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them, I find it to provide the second Discripting Scepte Olivine Transform Oragin Engine Oragin Power Earth Elemantal Earthquake Ebony Horsa BHBijaj Elder Land Wurm Elven Riders	er R atson U R D R U U R R R R R U U	4.00 1.10 4.00 4.00 4.00 5.00 4.00 4.00 4.00 1.00	3.00 0.85 3.00 1.00 3.00 0.75 4.00 3.00 3.00 3.00 0.75	2.00 2 0.35 1 1.00 1 0.50 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 2.00 1 0.35 1	0.13 0.13	Land Tax Leviathan Ley Druid Library of Leng Lifeforce Lifelace Lifelace Libroning Bolt Living Artilact Living Lands Lord of Atlantis	R V V R V C R R R	6.00 1.00 1.00 4.00 1.00 1.00 4.00 4.00 6.90	4.00 0.50 0.50 3.00 0.50 0.35 3.00 3.00 3	2.00 0.25 0.25 1.00 0.25 0.05 1.50 2.00 2.00			Sylvan Library Tawnos's Wand Tawnos's Weaponry Tempest Efreet Tetravus The Hive The Rack Thucket Basilisk Thucket Basilisk	R U R R R U U R	6.00 1.00 1.00 4.00 5.00 1.00 1.00 4.00	5.00 0.50 0.50 3.00 3.00 3.00 0.75 0.75 3.00	3.00 3 0.25 1 0.35 1 1.49 1 2.00 1 2.00 1 0.25 1 0.35 1 1.03 1	0.50	Azure Drake Bad Moon Ball Lightning Barl's Cage Binding Grasp Birds of Paradise Black Knight Binking Spint Bonking Spint Bog Wraith	U R R U R U U R U	700 10,00 4,00 1,00 8,00 2,00 1,00 6,00 1,90	5.00 8.00 3.00 0.75 6.00 1.00 0.75 4.75 0.50	2.95 3.90 1.50 0.25 3.00 0.50 0.25 2.50 9.25	4 1 1 3 1 1 0.	.25

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Time Elemental

Titania's Song

Triskelion

Tsunami

Tunnel

Uncle Istvan

Unlamed Wilds

Urza's Avenger

Uthden Troll

Visions

Wall of Air

Wall of Bone

Wall of Brambles

Wall of 🖿

Wall of Fire

Wall of Ice

Wall of Stone

Wall of Swords

Wall of Water.

Wanderlust

Warp Artifact

Water Elemental

Verduran Enchantress

Volcanic Eruption

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Breeding Pit

Broken Visage

Brushland

Caribou Rance

Carrion Ants

Cave People

City of Brass

Glockwork Beast

Clockwork Steed

Colossus of Sardia

Cockatrice

Conquer

CoP: Artifacts

Coral Helm

Counterspell

Craw Giant

Crimson Manticore

Crown of the Ages

Gramble

Crøsade

Crystal Rod

Cursed Land

Dance of Many

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Manical Hack

Magnetic Mountain

Mahamoti Djinn

Mana Clash

Mana Flare

Mana Short

Mana Vault

Manabarbs

Meekstone

Millstone

Mind Bamb

Mind Twist

Mishra's Factory

Nether Shadow

Nevinvrral's Disk

Northern Paladin

Obsianus Golem

Orcish Artillery

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Fvil Presence

Eye for an Eye

Fellwar Stone

Fire Elemental

Fireball

Flashtires

Flying Carpet

Force of Nature

Fungusaur

Gaea's Liege

Ghost Ship

Geblin King

Green Ward

Heim of Chatzuk

Howline Mine

Hurkyl's Recall

Hurr Jackal

Kurricane

Gløom

Greed

Glasses of Urza

Goblin Balloon Brigade

Green Mana Battery

Feedback

	High	Med	Law	TR	*/	ltem	-	High	Med	Low	TR	+/
U	1.00	0.75	8.23	1		Zombie Master	B	5.00	3.00	2.08	1	
Ŭ	1.00	0.75	0.25	R.		Zur's Weirding	B	5.08	3.33	2.00	1	0.08
R	16.00		4.85	8		and b Honning						
R	5.00	3.58	2.00	8	0.18			-1	1 ans	戰日		
U	1.00	0.75	0.25	8	0.13	Complete Set		580	\$75	\$35	2	
R	4.00	3.00	1.50	6		Booster Display		135	90	78.50	2	
R	4.00		1.50	5		Booster Pack		3.95	2.50	2.25	2	
R	5.00	4.00	200	6		Typical Common		8.25	0.10	0.05	D	
U	1.00	0.50	0.25	S								
U	3.00		8.35	8		Abu Ja'far	U3	\$2.00	\$1.00	\$0.25	1	
R	4.48	3.00	2.00	8		Akron Legionnaire	U	3.00	1.50	0.50	1	0.13
R	5.00	4.00	2.00	1		Aladdin	U	3.50	2.00	0.50	1	
U	1.00	0.75	8.25	8	0.16	Angelic Verces	U	5.00	3.00	0.50	1	
IJ	1.00		8.25	5		Arcades Sabboth	U	5.00	4.00	0.75	1	
U	1.00	0.59	8.25	22	0.09	Arena of the Ancients	U	3.60	1.95	0.50	1	
R	4.49	3.00	2.00	8		Axeirod Gunnarson	U	4.00	2.00	0.50	1	
R	5.00	4.50	2.50	3		Ayesha Tanaka	IJ	3.08	2.00	0.59	1	
U	1.00	0.75	8.25	e 1		Azure Drake	U3	2.00	1.00	0.50	1	
R	6.00	4.13	2.50	3	8.13	Banshee	U3	2.00	1.00	0.25	1	
U	1.09	0.59	0.25	1	0.09	Barl's Cage	U	3.00	1.50	0.50	1	
R	5.00	3.00	2.00	1		Beasts of Bogardan	U3	2.00	1.00	0.50	1	
R	5.00	4.00	2.00	1		Blood Moon	U	5.00	3.00	0.50	1	
U	1.00	0.75	0.35	1		Blood of the Martyr	U 3	2.00	1.00	0.25	1	
U	1.00	0.50	0.25	1		Book of Rass	U	2.00	1.00	0.50	1	
U	1.00	0.59	0.25	1	0.09	Bronze Horse	U	3.00	1.50	650	1	
A	4.48	3.00	2.00	1		Chromium	U	5.00	4.00	1.00	1	
R	5.00	4.00	2.00	6 2		City of Brass	U	18.00	7.00	4.00	4	
A	4.00	3.00	1.50	1		Cocoon	U3	2.00	1.00	8.25	1	
A	4.00	3.00	1.58	1		Concordant Crossroads	U	4.00	2.00	0.50	1	

NORTHWEST

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Donald Forbis 17612 140th Ave. NE Woodinville, WA 98072

GAMES PLUS

(425) 485-7295 gamespis@isomedia.com

I could not even name a Pro Tour player, sorry.

0.59

8.25

1.80

5.00 4.50 2.50 3 0.12 Cyclena

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Craw Giant

03 200 1.00 0.50 1

IJ 2.00 1.50 0.50 1

Classic will have very little effect. Most of my customers are not familiar with any changes coming in and the Fifth Edition sales are down. Players here are looking forward to Urza's Saga and not talking about Classic at all.

			55		I									-	
Untamed Wilds	U	-	1.00	0.59	5. 6	0.25	1	0.0\$	Dakkon Blackblade	Ū	6.00	3.95	1.00	1	0.05
Urza's Avenger	R	tion of	5.00	3.00	N. 647	2,00	1		Gance of Many	0	3.00	2.00	§ 8,58	1	
Urza's Bauble	U	-	1.00	0.50	N.	0.25	1		Enchantment Alteration	UN	2.00	1.00	0.25	1	
Verduran Enchantress	R	the second	4.68	3.00	5 10	2.00	1		Erhnam Djinn	UB	5.00	4.00	1.00	2	
Wall of All	U	Section 2	1.08	0.75	ALC AND	8.25	1		Fallen Angel	03	3.00	2.00	1.00	1	
Wall of Bone	U	to de	1.08	0.50	1. P. C.	8.25	1		Feldon's Cane	C2	1,39	0.25	0.05	1	
Wall of Brambles	U	240	1.00	0.50	10 mg	0.25	1		Fire Brake	UB	2.00	1.00	0,25	1	
Wall of Fire	U	2255	1.00	0.50	- Ster	11.25	1		Fountain of Youth	C2	0.50	0.10	0.05	0	
Wall of Stone	U	the second	1.00	0.59	S. C.	8.25	1	0.09	Gabriel Angelfire	U	4.00	2.00	0.50	1	0.13
Wall of Swords	U	ashine .	1.00	0.75	1 22	0.25	1		Gauntlets of Chaos	U	3.00	2.00	0.50	1	
Wimderlust	U	STATE OF	1.00	0.50	121240	0.25	1		Goblin Artisans	UB	2,98	1.00	0.25	1	
Warp Artifact	R		4.68	3.00	23.2	1,50	1		Hell's Caretaker	U	5.00	4.00	0.50	1	
Whirling Bervish	U	and a	2.60	1.00	1994	0.35	1		Horn of Deafening	U	3.90	2.00	0.50	1	
White Kriight	U	Salat	2.00	1.00	St. March	0.50	1		lvory Guardians	U3	2.00	1.00	0.50	1	
Wind Spirit	U	100 100	1.00	0.59	2440	8.25	1	0.09	Jalum Tome	U	3.00	1.98	0.50	1	0.82
Winds of Change	R	States -	5.00	3.00	のないの	1.50	1		Jeweled Bird	U	2.08	1.80	0.50	1	
Winter Blast	U		1.00	0.75	A State	0.25	1		Johan	U	4.08	2.25	0.50	1	0.25
Winter Orb	R	Section 1	6,08	4.00	-	2.00	4		Juxtapose	U	3.00	1.50	0.50	1	0.25
Wolverine Pack	U	(data)a	1.00	0.59	GUNDA.	0.25	1	0.09	Kei Takahashi	G	0.50	0.10	0.05	0	
Wooden Sphere	U	Contraction of the	UU.	0.50	なな影	0.25	1		Land's Edga	U	5.00	3.00	0.50	1	
Word of Blasting	U	Street.	1.00	0.59	Strephiles	0.25	1	0.09	Marhault Eisdragen	C	0.35	0.10	0.85	0	
Wrath of God	R	1	9.00	6.00	Here B	3.00	4		Nebuchadnezzar	ป	5.80	3.00	0.75	1	
Wyluli Wolf	R	Contraction of the second	149	3.00	And and	2.98	1		Nicol Bolas	IJ	6.00	4.00	1.00	1	0.25
Xenic Poltergeist	R		1.00	3.00	Control of	1,50	1		Obelisk of Undoing	IJ	3.00	1.50	0.50	1	

和 0.50 8.25 R 430 U Manabarbs Feldon's Cane U 1.30 1.00 0.50 Meekstone R 4.50 Fellwar Stone 1.59 0.75 0.35 Millstone R 6.00 ť н. Fernz's Ban R 4.00 3.00 1.08 Mind Romh 1:00 1 3.00 0.59 0.25 0.09 U U Mind Warp E Flame Spirit U 1.00 0.59 9,25 0.09 Mole Worms U 1.00 U 1.00 0.50 8.25 Necropotence R 7.60 R Flying Carpet R 439 3.00 1.58 Nether Shadow 4.58 Enroe of Nature A 230 5.00 2.50 Nevinviral's flisk R 亲国 R 4.00 3.00 1.50 Nightmare R 8.40 Fountain of Youth 11 1.00 0.75 6.25 **Dheksk of Undoing** Ŀ. 4.00 R 4,00 3.60 2.00 Orcish Artillerv U 能服 Fyndhorn Elder 1.00 0.75 0.25 0.13 Orcish Captain 北關 U IJ R 4.44 11 Game of Chaos 3.00 2 60 Orcish Oriflamme 1.80 Gauntlets of Chaos R 449 3.00 1.50 Orcish Squatters R 4.48 0.59 Order of the Sacred Torch Glacial Wall U 1.99 8.25 0.09 B 439 Glasses of Urza Ш 1.90 0.50 8.25 Order of the White Shield 11 200 U 1.00 0.75 0.25 Orgg R 4.50 2.00 Gahlin Kran A 8 8.00 4.00 Ornithantes U. 100 Goblin Warrens 3.00 2.66 Pentagram of the Ages 4,00 R 100 Greater Realm of Preserv. U 2.68 1.00 0.25 R 450 Personal Incarnation Greater Werewolf Ш 1.00 0.59 £25 0.09 Phantasmał Forces Ш ERR Havenwood Battleground U 1.00 0.75 8.35 Phantom Monster U 130 4.00 2.0底 1 8 540 Pirate Shia R 439 Helm of Chatzal R 4.08 3.00 1.50 Power Sink U LIN Holiow Trees 3.00 1.50 R 4.58 Pox R 5.00 Howlinn Mone R 3.00 5 00 7.95 3 Primal Glav R 4 80 3.00 R Hurkvi's Recall R 4.00 1.99 Promal Order 5.00 IJ 0.75 0.25 Propordial Cloze 1.00 IJ 北部 Hvdroblast U 1.00 0.75 6.25 0.25 Pyrobiast U 130 lcatian Phalanx U 0.59 U 1.00 1.00 8.25 0.09 Pyrotechnics Inatian Store R 3.00 1.50 Rahid Womhat U ERR icatian Town 8 4.00 3.00 1.50 Radian Seirit U 1.80 U R 1.88 0.75 0.25 1 0.05 Rao Man 4.00 G 0.50 0.15 0.85 Recall R 5.0 0 R 5.00 3.00 2.00 R 5.00 Reverse Damage Infinite Hourglass R 3.00 1.50 1 Rinhtenusness B 4.28 Instill Energy U 1.0 0.59 0.09 Red of Ruin U 1.00 0.50 Ш 1.00 1212 1 Buins of Trokau Ш 13 Ironclaw Gurse R 4.00 3.00 1.50 1 Sacred Boon U 1.68 R 4.00 3.00 1.50 Sand Silos R Island Sanctuary 5.00 1 Ш 1.08 0.50 8.25 Sea Snirit Ш 1.00 lvory Guardians U 1.00 0.75 0.25 Sea Sorite U 1.06 Jade Monstith R 4,00 3.00 1.00 1 Ш 1.00 Seasinger Jalum Teme 4.90 3.00 1.50 Segovian Leviathan U 100 R Jandor's Saddlebags R 4.00 3.00 1.50 Sengir Autocrat R 4.99 lavendae Tome R 5.68 3.20 2110 1 0.20 Serach R SHI Jester's Cap R 15,00 10.00 4,00 4.49 2 Serpent Generator R Johtuli Wurm II 0.59 8.25 1 Serra Bestiary U. 1.80 1.00 0.09 Jokulhaups R 6.09 5.00 2.50 2 Serra Paladin U 1.00

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Smoke

Soul Net

Spirit Link

Stamnede

Steal Artifact

Stone Giant

Stone Spirit

Stromnald Cabal

Sulfurous Springs

Syvelunite Temple

Tawnos's Weaponry

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Inven's Tools

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Leskrac's Rite

Library of Leno

Livine Artifact

Living Lands

Lord of Atlantis

Lord of the Pit

Manical Hack

Mana Clash

Mana Flare

Mana Vault

Magus of the Unseen

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Lifetap

Killer Bees

Kismel

nem		High	Mad	LOW	18	-W-	nem	High	wied	LOW	IR	-4/-
Palladia-Mors	U	6.00	4.00	0.75	1		Green Mana Battery	2.00	0.63	0.25	1	0.38
Petra Sphinx	U	2 3.00	2.00	0.58	1		Hurr Jackal	2.00	0.25	0.25	1	
Primordial Doze	U3	2.00	1.00	0.50	1		Inferno	3.00	1.00	0.25	1	0.38
Puppet Master	U3	2.00	1.00	8.50	1		Junún Efreet	3.00	0.63	0.25	1	0.38
Rabid Wombat	U3	2.00	1.00	0.50	1		Killer Bees	3,00	2.00	0.25	1	
Rakalite	U	2.60	1.00	0.50	1		Kismet	2.00	1.00	0.25	1	
Recall	U3	3.00	1.75	0.58	1		Land Tax	4.90	3,50	2.00	2	
Revelation	U	3.00	1.79	0.50	1	0.19	Leviathan	4.00	1.50	0.28	1	0.50
Rubinia Soulsinger	U	4.49	2.00	0,50	1		Lost Soul	2,00	0.25	0.25	1	
Safe Haven	ŀ	3.00	2.00	0.50	1		Mana Clash	2.90	0.63	0.25	1	0.38
Sentinel	U	2.09	1.55	0.50	1	0.13	Mishra's Factory	8.98	4.50	1,99	3	
Serpent Generator	U	5.00	3.00	0.50	1	0.25	Rag Man	2.00	1.00	0.25	1	
Shield Wall	U3	2.08	1.00	0.48	1		Reil Mana Battery	2.00	0:63	0.25	1	0.38
Shimian Night Stalker	U3	3.08	1.00	8.50	1		Shapeshifter	2.00	0.63	0.25	1	0.38
Sivitri Scarzam	C	9,35	0,10	0.05	0		Spirit Link	4.58	3.00	0.25	1	1

BLACKTHORN

Mart Annast 1939 Namory 798 Robum 19 17955 (195) 448-4957

Honestly, I have no idea. I do not know any of the Pro Tour players.

I expect Classic to bring some of the players I lost back to the game and acquire new players. From what I heard about the clarifications of the rules and streamlining game play, I welcome it.

Sol'kanar the Swamp King I	U 5.10	4.00	2.00	2	0.05	Strip Mine
Stangg t	J 4.98	2.00	0.50	1		Sunken City
Storm Seeker US	3 2.00	1.63	6.50	1	6.13	Sylvan Librar
Takklemaggot U	3 2.00	1.00	0.25	1		Tetravus
Teleport	J 2.69	1.50	8.59	1		Time Element
The Fallen to	3 2.00	1.00	0.25	1		Triskelion
The Wretched	J 6.80	3.25	0,50	1	0.50	Urza's Avengi
Tobias Andrion (0 🖉 0.35	0.10	0,05	0		Whirling Derv
Tor Wauki	0.85	0.10	0,85	0		White Mana I
Tormod's Crypt C	2 0.38	0.10	0.05	0		Winds of Cha
Triassic Egg	J 2.88	1.63	0.59	1	0.15	Xenic Polterg
Vaevictis Asmadi	6.83	4.00	0.50	1		
Vacatos Doll L	2.09	1.38	6,50	1		LELA
Wall of Opposition US	8 2,00	1.00	0.59	1		Complete Set
Wall of Wonder U3	3 2.90	1.00	0,49	1		Booster Displ
Witch Hunter U3	3 2.09	1.00	0.58	1		Booster Pack
Xira Arien 🛛 🛛	J 🖗 3.00	2.00	0.50	1		Typical Comm
Yawgmoth Demon	J 4.80	2.00	0.50	1		
						Abu Ja' Far
RENF		5 #	NL	- 1		Aladdin
Renalssance was produced in	ı French, Ger	man and I	talian te i	nakı	e available	Aladdin's Lau
in those languages all of the	cards that a	ppeared ir	Chroniel	<i>88</i> , i	f they were	Aladdin's Rin
not already. As a result, Italia	in <i>Aenaissan</i>	<i>ice</i> does n	ed include	any	cards that	Ali Baba
originally appeared in <i>Legend</i>	ls or The Be	nk.				Ali from Cairo
						Army of Allah
Boøster Pack	\$3,95	\$3.00	\$2.50	2		Bazaar of Baj
Typical Card	1.00	0,25	0,10	1		Bottle of Sule
						Brass Man
Abomination	\$2.00	\$0.63	\$0.25	1	0.38	Camel
Angry Mob 🦟	2.60	0.63	0.25	1	0.38	City in a Bott
Ball Lightning	12.00	8.00	5.00	4		City of Brass
Black Mana Battery	2.90	0.63	0.25	1	0.38	Cyclone
Blue Mana Battery	2.99	0.63	0.25	1	0.38	Dancing Scim
Carrion Ants	2.00	1.50	0.25	1	0.50	Desert
	Discourse and		2. 4.24		0.00	
Gircle of Protection: Artifacts	2.80	1.50	0,25	1	0.50	Øesert Noma

			C. C. Class			add all a
Strip Mine		6.00	4.00	1.00	2	
Sunken City		2.00	0.25	0.20	1	
Svivan Library		8.00	4.00	3.00	3	
Tetravus		2.08	0.63	8.25	1	0.36
Time Elemental		6.00	1.50	8.25	2	0.50
Triskelion		4.60	2.00	0.25	1	1.00
Urza's Avender		2.00	0.63	0.25	1	0.38
Whirling Dervish		2.00	1.00	1.00	1	0100
White Mana Battery		2.00	0.63	0.25	1	0.38
Winds of Change		3.00	2.00	8.25	1	Cia C
Xenic Polterpeist		2.00	0.63	8.25	1	0.38
		ROBINE		Saturdades		
ARA		<u>E</u> N	N			
Complete Set		81,000	\$900	\$750	4	
Booster Display		5,208	4,275	3,813	5	
Booster Pack		105	89	70	4	
Typical Common		2.00	1.00	0.30	1	
Abu Ja' Far	U3	\$7.58	\$5.00	\$2.00	1	
Aladdin	U2	12.59	7.50	2,00	1	0.50
Aladdin's Lamp	U2	7.58	5.00	3.69	1	
Aladdin's Ring	U2	7.50	5.00	3.09	1	
Ali Baba	U3	1.50	4.75	2.60	1	
Ali from Gairo	U2	95.90	75.00	50.80	4	
Army of Allah	G4	7.00	5.00	1.80	2	
Bazaar of Baghdad	U3	25.00	12.75	8.00	2	0.25
Bottle of Suleiman	U2	7.50	5.00	3,00	2	
Brass Man	83	7.00	3.00	1.80	1	
Camel	C5	3.00	2.00	6.30	1	
City in a Bottle	1/2	26.90	15.00	6.00	2	
City of Brass	U3	30,00	25.00	15.00	4	
Cyclone	03	7.50	5.00	2.00	1	
Dancing Scimitar	U2	7.50	5.00	2,80	2	
Desert	C11	5.00	3.00	0.30	1	
Desert Nomads	65	3.00	2.00	0.30	1	
Øesert Twister	63	7,00	4.00	2.00	2	
Diamond Valley	U2	70.00	55.25	45.00	53	4.75
Drop of Honey	U2	59.00	40.00	28.00	3	
Ebony Horse	U2	7,50	5.00	2,00	1	
El-Hajjâj	U2	7.50	5.00	3.00	1	
Elephant Graveyard	U2	38.00	25.00	20.00	2	

U2 30.00 25.00 12.00 4

llem		High	Med	Low	FR =/		llem		High	Med	Low 1	FR	+/
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Eye for an Eye	03	7.50	5.00 5.00	3.00	1		Mishra's Factory (Fall) Mishra's Factory (Fall)	U) C	12.00	8.50 8.50	5.00 2.00	3	0.25 0.50
Flying Carpet Flying Men	U3 C5	7.58	5.00	2,80	2		Mishra's Factory (Spring Mishra's Factory (Summ	, ,	12.00	10.00	6.00	3	0.40
Guardian Beast	U2	75.00	60.00	40.00	3		Mishra's Factory (Winter		20.00	12.00	5.90	4	
th-Biff Efreet	U2	35.00	26.35	15.00		83	Mishra's War Machine	U	4.00	3.00	1.00	1	
Island Fish Jasconius	U2	7.50	5.00	2.50	1		Mishra's Workshop	U	35.00	25.50	12.00	4	0.49
Island of Wak-Wak	U2	40.00	35.00	20.00	3		Obelisk of Undoing	U	8.00	4.00	1.50	1	0.25
Jandor's Ring	U2	7.50	5,00	2.00	1		Onviet	U3	4.00	2.00	1,00	1	
Jander's Saddlebags	U2	7.50	5.00	2.88	1		Phyrexian Gremlins	64	4.00	1.00	0.30	1	
Jeweled Bird	U3	> 7.50	5.00	2,00	1 1.	00	Power Artifact	03	5.08	4.00	1.50	1	
Jihad	U2	50.00	39.13	27.00	3 0.	88	Pewarlaach	U3	4.00	3.00	1.50	1	
Junún Efreet	U2	. 19.09	7.00	3,00	2		Primal Clay	U3	4.00	2.00	1,00	1	
Juzám Djinn	U2	200.00	167.50	99.00	5 2.	50	Rakalite	U3	4.00	2.00	1.00	1	
Khabál Ghoul	U3	40.90	30.00	20.00	3		Rocket Launcher	U3	4.00	3.17	1.00	2	
King Suleiman	U2	20.00	15.50	10.00		00	Shapeshifter	U	5.00	4.00	1.50	1	
Kird Ape	C5	4,00	2.25	1.00	3		Shatterstorm	U	6.00	4.00	1.50	1	
Library of Alexandria	113	150.00	100.00	70.00	5		Strip Mine (Narrow Step	·	10.00	8.00	3,00	3	
Magnetic Mountain	U3	750	5.00	2.00	1		Strip Mine (Small Tower)		10.49	8.00	3,90	3	
Merchant Ship	U3	19:00	6.00	4.00		50	Strip Mine (Wide Steps)	C	12.00	6.00	80.1	2	
Mijae Djinn	U2	18.09	7.00	3.00	1	-	Strip Mine (Wide Steps S	.,	12.00	8.00	3.60	3	
Moorish Gavatry	C5	5.00	2.50	0.30		50	Su-Chi	U3	6.60	4.63	1.00	2	
Mountain	C1	19.08	5.00	2.00	4		Tawnos's Coffin Tawnos's Wand	U U3	25.00 3.00	20.00 1.50	18.00	2	
Dasis Dld Man of the Sea	U4 U2	7.00	3.59 33.00	17.00		00	Tawnos's Ward Tawnos's Weaponry	03 U3	3.00	1.50	1.00 1.00	1	
Bubliette	02 C4	40.00	4.00	1.09	1	00	Tetravus	6	8.60	5.00	1.50	2	0.50
Pyramids	U2	25.00	20.00	10.00	2		The Rack	U3	4.89	3.00	130	1	1.00
Repentant Blacksmith	U2	8.00	4.00	1.00	2		Titania's Song	U3	4.00	3.00	1.00	1	1.00
Ring of Márûf	U2	40.00	32.00	15.00		58	Transmute Actifact	U3	4.00	3.30	1.50	1	
Rukh Egg	C3	15.00	10.00	2.00	2		Triskelion	U	7.00	5.95	1.50	2	
Sandals of Abdallah	U3	10.00	6.00	4.00	2		Urza's Avenger	U	10.00	7.00	3.00	2	
Serendib Dilnn	U2	30.90	20.00	10.00	3		Urza's Miter	U	8:00	6.00	3.00	2	
Serendib Efreet	U2	35.00	25.00	12.00	4		Wall of Spears	UB	3.00	1.00	0.50	1	
Shahrazad	U2	28.00	20.00	10,00	2		Weakstone	U3	4.00	3.00	1.00	1	
Sindbad	U3	10.80	5.00	2.00	2 0.	01	Xenic Peltergeist	8	4.66	3.00	1.00	1	
Singing Tree	U2	40,00	30.00	15.00	2		Yawgmoth Demon	U	10.00	6.00	3.03	1	0.25
Serceress Queen	U3	10.00	8.00	5.00	2				0300000000		d'adamate.ta		
Stone-Throwing Devils	C4	6.00	5.00	2.00	2			E		ND	E		
Wyluli Wolf	C5	5.80	4.09	1.00	1		Complete Set		\$1,280	\$925	\$700	4	
Ydwen Efreet	U2	15,09	10.00	4.00	2		Booster Display		1,280	1,000	850	5	
							Booster Pack		48	33	25	5	
AN		ωL		TE	-		Typical Common		1.00	0.50	0.20	1	
Complete Set		\$350	\$265	\$200	5 10.	00							
Booster Display		950	850	786	4	-	Abomination	U	\$4.00	\$2.00	\$1.00	1	0.50
Booster Pack		26	20	10	4		Abyss, The	R	65.99	50.00	20.00	4	
Typical Common		1.80	0.50	0.25	1		Acid Rain	R	25.00	18.00	6.00	2	0.77
							Active Volcano	C2	8.88	0.50	0.20	1	
Argivian Archaeologist	IJ	\$42.00	\$35.00	\$20.00	3		Adun Oakenshield	R	15.08	10.00	5,00	2	0.60
Armageddon Clock	U2	5.00	4.00	1.00	1		Adventurers Guildhouse	U	4.00	2,25	1.00	1	0.75
Ashnod's Altar	02	3.60	2.00	1.66	1		Ærathi Berserker Akron Lesionnairo	UR	4.00	3.00 6.00	2.00	1	
Ashnod's Battle Gear	U2 U3	3.90	2.00 1.75	1.00	1	25	Akron Legionnaire Al-abara's Carpet	R	10.90	9.00	5.00	2	1.00
Asknod's Transmogrant Atom	03 C4	2.68	1.00	99.1 0.20	2	20	Alchor's Tomb	R	20.00	10.00	5.00	2	1.00
Ateg Bronze Tabiet	64	2.00 6.00	4.00	0.30	1		Alchor's Turnu All Hallow's Eve	R	42.00	35.00	10.00	3	
Gandelabra of Tawnos	U	50.90	35.55	25.00		55	Amrou Kithkin	62	2.00	0.50	0,20	1	
Gitanul Oruid	U3	4.00	3.00	1.00		31	Angelic Verces	R	10.00	8.90	5,00	1	2.00
Glockwork Avian	U	8.88	5.75	2.60	1	1	Angus Mackenzie	R	12.00	10.00	4.00	2	
Colossus of Sardia	U	10.00	8.00	4.99	2		Anti-Magic Aura	C	2.00	1.00	0.30	1	
CoP: Artifacts	U3	8.00	4.00	1.90	1		Arboria	U	8.00	4,00	2.50	1	
Coral Helm	U	5,90	3.65	1,50	1		Arcades Sabbeth	R	15.00	12.00	5.00	2	1.80
Gursed Rack	C	2.80	1.00	0.25	1		Arena of the Ancients	R	8.00	6.00	4.00	2	
Damping Field	U3	4.98	3.00	1.08	1		Axeirod Gunnarson	R	10.00	8.00	4,00	2	2.00
Detenate	U3	4.00	2.35	1.98	1 0.3	35	Ayesha Tanaka	R	10.00	6.00	3.00	2	
Dragon Engine	64	2,00	1.00	9.49	1		Azure Drake	U	4,00	3.80	2.00	1	
Dwarven Weaponsmith	03	3.00	2.00	1.86	1 8.	50	Backdraft	U	4.08	3.00	2.60	1	
Energy Flux	69	3.00	1.90	1,00	1 0.1	25	Backfire	U	3,39	3.00	2.00	1	
Feldon's Cane	C	8,00	5.00	1.99		50	Barktooth Warbeard	U	12.00	4.00	2,00	1	
Gaea's Avenger	U	15.00	12.00	5.00	1		Bartel Runeaxe	R	15,00	10.00	5.00	2	
Gate to Phyrexia	U3	4.08	3.00	1.96	1		Beasts of Bogardan	U	4.00	2.00	1.00	1	0.50
Goblin Artisans	U3	3.00	1.50	1.08	1		Black Mana Battery	U	5.00	3.98	2.00	1	0.02
Golgothian Sylex	U	10.00	6.00	2,88		40	Blight	U	4.09	3.00	2.00	1	
Haunting Wind	U3	4.66	2,49	1.06		49	Blood Lust	U	4.10	3.00	2.00	1	
Hurkyi's Recall	U3	5,00	4.00	1.08	1		Blue Mana Battery	U	5.00	3.95	2.00	1	0.05
lvory Tower	U3	9.06	6.00	3.99	2		Boomerang Revia Revilheen	C2	10.00	0.75	0.20	1	0,13
Jalum Tome +	U2	5,00	3.67	1.50	2		Boris Devilboon Brine Hon	8	15:00	10.00	4.08	2	
Martyrs of Korlis Minhtetens	U3	5.00	4.00	1.50	1		Brine Hag Bronze Horse	U R	4,00	3.00 6.00	2.00	1	
Mightstone Millstone	U3 U3	5.00 10.00	3,34 6.50	1.50	2 0.1	50	Bronze Horse Carrion Ants	n R	10.00	8.50	2.59 3.00	2	1.50
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Index Index <th< td=""><td>Holy Day Horn of Deafening</td><td></td><td></td><td>3.00</td><td>2.00</td><td></td><td></td><td></td><td>0.00</td><td>4.00</td><td>2.00</td><td></td><td>Time Elemental</td><td>R</td><td>15,00</td><td></td><td>5.00 2</td><td></td><td>City of Shadows</td><td>11</td><td># 00</td><td>0.00</td><td>1.00.1</td><td>1.00</td><td></td></th<>	Holy Day Horn of Deafening			3.00	2.00				0.00	4.00	2.00		Time Elemental	R	15,00		5.00 2		City of Shadows	11	# 00	0.00	1.00.1	1.00	
Immediation C 8.00 0.50 9.20 1.2.8 Rapirar R 12.00 10.00 2.00 1.2.8 3.00 2.0.0 1.0.5 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.0 1.0.0 3.0.0 1.0.0 1.0.0 3.0.	Holy Day Horn of Deafening Horror of Horrors Hunding Gjornersen	U U	4.00	3.00	2,00	1	Rabid Wombat						*							-	1.16				
Imprision R 1128 9.00 5.00 2 1.00 Ramize Defettor 1 10.00 5.00 2 1.00 Ramize Defettor 1 10.00 5.00 2.00 1 0.00 0.00 0.00 1.00 1.00 1.00 1.00 5.00 2.00 1 0.00 0.00 0.00 1.00 <td>Holy Day Horn of Deafening Horror of Horrors Hunding Gjornersen Hyperion Blacksmith</td> <td>U U U</td> <td>4.00 4.00 4.00</td> <td>3.00 3.00</td> <td>2,00 2,00</td> <td>1</td> <td>Rabid Wombat Radjan Spirit</td> <td>U</td> <td>4.00</td> <td></td> <td></td> <td></td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>U</td> <td>6.00</td> <td>3.00</td> <td>1.00 1</td> <td></td> <td></td>	Holy Day Horn of Deafening Horror of Horrors Hunding Gjornersen Hyperion Blacksmith	U U U	4.00 4.00 4.00	3.00 3.00	2,00 2,00	1	Rabid Wombat Radjan Spirit	U	4.00				1							U	6.00	3.00	1.00 1		
In the Eye of Chans R 14.00 5.00 2.	Kuly Day Horn of Deatening Horror of Korrors Hunding Gjornersen Hyperion Blacksmith Ichneumon Druid	U U U U	4.00 4.00 4.00 6.00	3.00 3.00 3.00	2.00 2.00 2.00	1	Rabid Wombat Radjan Spirit Raging Bull	U C	4.00 15.00	0.63	0.20	0.13	Tolaria Uf	12	5.00	3.00	2.00 2	0.95	Coal Golem	U U2	6.00 2.00	3.00 2.00	1.00. 1 1.00. 1		
Indestructible Aura C2 10.00 0.50 0.20 1 Rapid Firs R 12.00 0.00 1.00 5.00 2.00 5.00 2.00 1.00 5.00 1.00 5.00 2.00 5.00 2.00 1.00 5.00 1.00 5.00 2.00 5.00 2.00 1.00 5.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Holy Day Horn of Dealening Horror of Horrors Hunding Gjornersen Hyperion Blacksmith Ichneumon Druid Immolation	U U U U U C	4,00 4,00 4,00 6,00 8,00	3.00 3.00 3.00 0.50	2,00 2,00 2,00 0,20	1 1 1	Rabid Wombat Radjan Spirit Raging Bull Ragnar	U C R	4.00 15.00 12.00	0.63 10.00	0.20 5.00	0.13	Tolaria U Tor Wauki L	J2 U	5.00 4.29	3.00 3.0D	2.00 2 2.00 1		Coat Golem Curse Artifact	U U2 U2	6.00 2.00 2.00	3.00 2.00 1.65	1.00. 1 1.00 1 0.50 1		
Infinite Authority R 12.25 10.00 5.00 2 Redirth R 10.00 6.00 3.00 1 Tundra Wolves C2 10.00 0.75 0.20 1 0.13 Eter of the flead U2 4.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00 5.00 2 10.00 10.00 1.00	Huly Day Horr of Deafoning Horror of Horrors Hunding Gjornersen Hyperion Blacksmith Ichaeunen Druid Immolation Immolation	U U U U C R	4,00 4,00 4,00 6,00 9,00 11,29	3.00 3.00 3.00 0.50 9,00	2.00 2.00 2.00 0.20 5.00	1 1 1 2 1.06	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramirez DePletro	U C R U .	4.00 15.00 12.00 15.00	0.63 10.00 3.78	0.20 5.00 2.00	0.13	Tolaria UX Tor Wauki L Torsten von Ursus L	J2 U U	5.00 4.29 4.08	3.00 3.00 3.30	2.00 2 2.00 1 2.00 1		Coal Golem Curse Arbfact Dance of Many	U U2 U2 U	6.08 2.00 2.08 5.00	3.00 2.00 1.65 3.00	1.00 1 1.00 1 0.50 1 1.00 1		
Invoke Prejudice R 18.00 13.25 5.00 2 0.20 1 15.00 10.00 5.00 2 Electric El 12 2.00 1.00 0.50 1 hvore Prejudice R 18.00 13.00 2.00 1 Becalin R 15.00 1.00 5.00 2 Electric El 12 2.00 1.00 0.50 1 hvore Geardians U 4.49 3.00 2.00 1 5.00 2 Electric El 12 2.00 1.00 0.50 2 jacques le Vert R 15.00 10.00 4.00 3.00 1.00 3.00 2.50 1.00 3.00 2.00 1.00 4.00 3.00 2.00 1.00 4.00 3.00 2.00 1.00 4.00 3.00 2.00 1.00	Holy Day Horn of Deafening Hornor of Horrors Hunding Gjornersen Hyperion Blacksmith Ichaeunen Druid Introlation Immelation Intole Eye of Chaes	U U U U C R R	4,00 4,00 6,08 9,00 11,29 14,00	3.00 3.00 3.00 0.50 9,00 10.00	2,00 2,00 2,00 0,20 5,00 5,00	1 1 2 1.06 2	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramirez DePletro Ramses Overdark	U C R U . R	4.00 15.00 12.00 15.00 15.95	0.63 10.00 3.78 12.00	0.20 1 5.00 2 2.00 1 5.00 2	0.13	Tolaria US Tor Wauki L Torsten ven Ursus L Touch of Darkness L	j2 U U - U -	5.00 4.29 4.00 4.00	3.00 3.00 3.30 3.00	2.00 2 2.00 1 2.00 1 2.00 1		Coal Golem Curse Artifact Dance of Many Dark Heart of the Wood	U U2 U2 U C3	6.00 2.00 2.00 5.00 0.75	3.00 2.00 1.65 3.00 0.25	1.00, 1 1.00, 1 0.50, 1 1.00, 1 0.10, 1		
Wary Guardians U 4,49 3.00 2.00 1 Red Mana Battery U 5.00 3.73 2.00 1 0.23 Undertow U 4.00 3.00 2.00 1 Events	Holy Day Horn of Deafening Horror of Horrors Hunding Giomersen Hyperion Blacksmith Ichaeumen Druid Inmelation Inmelation Inferison In the Eye of Chaos Indestructible Aura	U U U C R R R C2	4.00 4.00 6.00 8.00 11.29 14.00 10.00	3.00 3.00 3.00 0.50 9.00 10.00 0.50	2.00 2.00 2.00 0.20 5.00 5.00 0.20	1 1 2 1.06 2	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramirez DePletro Ramses Overdark Rapid Fire	U C R U R R	4.00 15.00 12.00 15.00 15.95 12.00	0.63 10.00 3.78 12.00 9.00	0.20 1 5.00 2 2.00 1 5.00 2 5.00 2	0,13	Tolaria U Tor Wauki U Torsten ven Ursus U Touch of Darkness U Triassic Egg F	j2 U U - U - R	5.00 4.29 4.00 4.00 10.00	3.00 3.00 3.30 3.00 6.00	2.00 2 2.00 1 2.00 1 2.00 1 3.00 1	0.53	Coal Golem Curse Artifact Dance of Many Dark Heart of the Wood Dark Sphere	U U2 U2 U C3 U2 U2	6.00 2.00 2.00 5.00 0.75 2.10	3.00 2.00 1.65 3.00 0.25 2.00	1.00. 1 1.00 1 0.50 1 1.00 1 0.10 1 1.00 1		
Jacques le Vert H 15.00 10.00 4.89 2 Reincarnation U 4.00 3.00 1.00 1 Underwerd Dreams U 30.06 25.00 14.80 3 Eternal Flame U 4.00 3.00 1.00 1 Jasmine Boreal U 4.00 3.00 1.00 2.00 2 Unholy Citadel U 20.00 3.00 1.00 1 Exercist U 8.00 6.00 1.00 1	Huly Day Horn of Deafening Horror of Horrors Hunding Gjomersen Hyperion Blacksmith Ichneuron Druid Immelation Imprison In the Lipa of Chaes Indestructible Aura Infernal Medusa Infernal Medusa	U U U C R R C2 U R	4.00 4.00 6.00 8.00 11.29 14.00 10.00 8.00 12.25	3.00 3.00 0.50 9.00 10.00 4.00 10.00	2.00 2.00 2.00 5.00 5.00 5.00 5.00 5.00	1 1 2 1.06 2 1 1 2	Aabid Wombat Radjan Spirit Raging Boll Ragnar Ramises Overdark Ramises Overdark Ragid Firo Rasjutin Draamweaver Rebirth	U C R U R R R R	4.00 15.00 12.00 15.00 15.95 12.00 15.00 10.00	0.63 10.00 3.78 12.00 9.00 10.00 6.00	0.20 1 5.00 2 2.00 1 5.00 2 5.00 2 5.00 2 3.00 1	0.13 1.80	Tolaria Ur Tor Wauki Ur Torsten ven Ursus U Touch of Darkness U Triassic Egg H Tuknir Deathlock H Tundra Wolves C	J2 U U U R R 32	5.00 4.29 4.00 4.00 10.00 15.00 10.00	3.00 3.00 3.30 3.00 6.00 10.00 0.75	2.00 2 2.00 1 2.00 1 2.00 1 3.00 1 5.00 2 0.20 1	0.53 0.13	Coal Golem Gurse Artifact Dance of Many Dark Heart of the Wood Dark Sphere Diabolic Machime Eater of the Dead	U U2 U2 U2 C3 U2 U2 U2 U2	6.00 2.00 2.00 5.00 0.75 2.10 2.00 4.00	3.00 2.00 1.65 3.00 0.25 2.00 1.00 2.00	1.00 1 1.00 1 0.50 1 0.00 1 0.10 1 1.00 1 0.50 1 1.00 1		
Jasmine Boreal U 4.09 3.00 2.00 1 Relic Barrier U2 6.00 4.00 2.00 2 Unholy Citadel U 20.00 3.00 1.00 1 Exorcist U 8.00 6.00 1.00 1	Huly Day Horn of Deafening Horror of Horrors Hunding Gjornersen Hyperion Blacksmith Ichraeunon Druid Immelation Imprison In the Eyo of Chaes Indestructible Aura Infernal Medusa Infernal Medusa Infinite Authority Isvoke Prejudice	U U U C R R C2 U R R	4.08 4.00 6.08 8.00 11.29 14.00 10.00 8.00 12.25 18.00	3.00 3.00 0.50 9.00 10.00 0.50 4.00 10.00 13.25	2.00 2.00 0.20 5.00 5.00 5.00 2.50 5.00 5.0	1 1 2 1 1 2 1 1 2 2 2 2 2 0.25	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramirez DePietro Ramses Overdark Ragid Fira Ragida Dreamweaver Rebirth Recall	U C R U R R R R R R	4.00 15.00 12.00 15.00 15.95 12.00 15.00 15.00 15.00	0.63 10.00 3.78 12.00 9.00 10.00 6.00 10.00	0.20 1 5.00 2 2.00 1 5.00 2 5.00 2 3.00 1 5.00 2 3.00 1 5.00 2	0.13	Tolaria Ur Tor Wauki Ur Torsten ven Ursus U Touch of Darkness U Triassic Ego f Tuknir Deathlock H Tundra Wolves C Typhoon f	J2 U U U R R S2 R	5.00 4.29 4.00 4.00 10.00 15.00 19.00 12.00	3.00 3.00 3.30 3.00 6.00 10.00 0.75 10.00	2.00 2 2.00 1 2.00 1 2.00 1 3.00 1 5.00 2 0.20 1 5.00 2	0.53 0.13	Coal Goleni Curse Artifact Dance of Many Dark Heart of the Wood Dark Sphere Diabolic Machine Eater of the Dead Electric Eel	U U2 U2 U2 C3 U2 U2 U2 U2 U2	6.00 2.00 2.00 5.00 0.75 2.10 2.00 4.00 2.00	3.00 2.00 1.65 3.00 0.25 2.00 1.00 2.00 1.00	1.00 1 1.00 1 0.50 1 0.00 1 0.10 1 1.00 1 0.50 1 1.00 1 0.50 1		
	Huly Day Horn of Deafening Horror of Horrors Hunding Gjomersen Hyperion Blacksmith Echneunon Druid Immulation Immulation Immulation In the Liye of Chaes Indestruction Aura Infernal Mile Autority Invoke Prejudice Ivory Geardians	U U U U C R R C 2 U R R C 2 U R R U U U U U U U U U U U U U U U U	4.00 4.00 6.00 9.00 11.29 14.00 10.00 8.00 12.25 18.00 4.49	3.00 3.00 0.50 9.00 10.00 0.50 4.00 10.00 13.25 3.00	2.00 2.00 2.00 5.00 5.00 2.50 5.00 5.00	1 1 2 1,06 2 1 1 2 2 2 0.25 1	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramicz DePietro Ramses Overdark Ragid Fire Ragid Fire Ragid Toreanweaver Rebirth Recall Red Mana Battery	U C R U R R R R R R U	4.00 15.00 12.00 15.00 15.95 12.00 15.00 10.00 10.00 5.00	0.63 10.00 3.78 12.00 9.00 10.00 6.00 10.00 3.73	0.20 1 5.00 2 5.00 1 5.00 2 5.00 2 3.00 1 5.00 2 3.00 1 5.00 2	0.13	Tolaria UU Tor Wauki L Torsten von Ursus L Touch of Darkness L Triussic Egg Tuknir Deathlock L Tuphoon f Understow L	J2 U U U R R R 32 S2 R U	5.00 4.29 4.06 4.00 10.00 15.00 19.00 12.00 4.00	3.00 3.00 3.30 3.00 6.00 10.00 0.75 10.00 3.00	2.00 2 2.00 1 2.00 1 2.00 1 3.00 1 5.00 2 0.20 1 5.00 2 2.00 1	0.53 0.13	Coal Golen Curse Artifact Dance of Many Dark Heart of the Wood Dark Sphere Diabolic Machune Eater of the Dead Electric Eel Electric Eel	U U2 U2 U C3 U2 U2 U2 U2 U2 U2 U2	6.00 2.00 5.00 0.75 2.10 2.00 4.00 4.00	3,00 2,00 1,65 3,00 0,25 2,00 1,00 2,00 1,00 2,00	1.00 1 1.00 1 0.50 1 0.00 1 0.10 1 0.00 1 0.50 1 1.00 1 0.50 1 1.00 1 0.50 1 1.00 1 0.50 1 1.00 1		
	Holy Day Horn of Deafoning Horror of Horrors Hunding Gjornersen Hyperion Blacksmith Ichaeunon Druid Inmelation Imprison In the Eye of Chaes Indestrucible Aura Infernal Medusa Infinite Authority Indinite Authority Inveke Projulice Inveke Projulice	U U U C R R C 2 U R R U R R U R R	4.08 4.00 6.08 9.00 11.29 14.00 10.00 8.00 12.25 18.00 4.49 15.00	3.00 3.00 0.50 9.00 10.00 0.50 4.00 10.00 13.25 3.00 10.00	2.00 2.00 2.00 5.00 5.00 5.00 2.50 5.00 5.0	1 1 2 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Rabid Wombat Radjan Spirit Raging Bull Ragnar Ramicz DePietro Ramses Overderk Ragid Fire Rasputin Dreamweaver Resputin Dreamweaver Recall Red Mana Battery Reincarnation	U C R U R R R R R U U	4.00 15.00 12.00 15.00 15.95 12.00 15.00 10.00 10.00 5.00 4.00	0.63 10.00 3.78 12.00 9.00 10.00 6.00 10.00 3.73 3.00	0.20 1 5.00 2 2.00 1 5.00 2 5.00 2 5.00 2 3.00 1 5.00 2 3.00 1 5.00 2 2.00 1	0.13	Tolaria UU Tor Wauki L Torsten von Uraus L Touch of Darkness L Triussic Egg T Tuknir Deathlock C Tondra Wolves C Undertwa L Undertwa L	J2 U U V R R R S2 R U U	5.00 4.29 4.00 10.00 15.00 10.00 12.00 4.00 30.00	3.00 3.00 3.30 6.00 10.00 0.75 10.00 3.00 25.00	2.00 2 2.00 1 2.00 1 2.00 1 3.00 1 5.00 2 0.20 1 5.00 2 2.00 1 14.00 3	0.53 0.13	Coal Golern Curse Artifact Dance of Many Dark Heart of the Wood Dark Sphere Diabolic Machune Eater of the Dead Electric Eel Electric Eel Elves of Deep Shadow Eternal Flame	U U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2 U2	6.00 2.00 2.00 5.00 0.75 2.10 2.00 4.00 4.00 4.00	3.00 2.00 1.65 3.00 0.25 2.00 1.00 2.00 1.00 2.00 3.00	1.00, 1 1.00, 1 0.50, 1 0.00, 1 0.10, 1 0.50, 1 0.50, 1 0.50, 1 0.50, 1 0.50, 1 0.50, 1 1.00, 1 0.50, 1 1.00, 1 1.00, 1		

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Item		High	INIEG	LOW	/B	- V	Item		Filight	Meta	LOW	18	- W	
Fellwar Stone	U2	4.89	2.13	1.00	1		War Barge	U/2	4.00	2,00	1.80	1		
Fire and Brimstone	U2	3.00	1.50	1.09	1		Whippoorwill	U2	2.19	2.00	1.00	1		
Fire Drake	U2	2.00	1.00	0.50	1		Witch Hunter	U	5.00	3.00	1.00	1		-
Floed	U2	2.00	1.00	0.50	1		Worms of the Earth	U	4.25	3.00	1.00	1		i
Fountain of Youth	U2	2.08	1.25	0,50	Ŧ		Wormwood Treefolk	IJ	4.39	3.00	1.00	1		
Frankenstein's Monster	U	8.06	5.00	3,00	1				-0.0240.0					:
Gaea's Touch	C3	1.00	0.25	0,10	1			-		aak.	infill, b, in			
Ghost Ship	63	B.76	0.25	9.10	1		Complete Set		\$55	\$45	\$30	2		
Goblin Caves	63	1,80	0.25	0,10	1		Booster Display		80	60	35	2		
Goblin Wizard	U2	8.00	5.00	1.00	1	0.10	Booster Pack		150	1.45	1.00	1		1
Grave Robbers	U	6.00	4.00	1.00	1		Typical Common		6.25	0,10	0.05	1	0.05	ł
Hidden Path	U	6.00	4.00	1.09	1		4 7 9				frat (4)			
Interno	ប	6.00	5.00	2.00	1		Acoliplie	U	\$3,80	\$1:60	\$9,50	1		:
Knights of Thorn	IJ	7.08	4.00	2.00	1	0.25	Balm of Restoration	U	2.60	1.00	0,50	1		
Leviathea	IJ	8.08	5,00	3.00	2	0.10	Bottomless Vault	IJ	4,00	2.50	1.00	1		1
Living Armor	U2	2.00	1.00	0.50	1		Breeding Pit	Ų3	3,00	2,00	0.50	1		1
Lurker	U	5.00	2.50	1,80	1		Conch Horn	U	2.00	1.80	0.58	1		-
														1

Loop TR at

BCS BOOKS & COMICS

ing boos 1711 Arrest A. Arris IV (1922) 1480; P.G. 2412 Jacob Stroperson

Players at my store do not pay close attention to the Pro Tour. George Baxter used to be a student down here so they are familiar with his name.

It's going to be a split effect and I don't really know which is going to be larger. Some people will say, "What, a new edition? Oh man," and be turned off by it. I think though—and I'm hoping—that more people are gonna go, "Oh wow, Classic is out, this is great." **Magic** is steady and is still a good strong seller, and I think Classic may actually be a good boost for it.

	An Stat Behalik of Billion		A. A. A. R. K.		动动的 第	di di se			484		in the second			
					manan					1.1.1		4 4 5 2009		
	Mana Clash	U	4.90	2.98	1.00	1		Deep Spawn	U3	2.00	1.00	0.58	1	
	Mana Vortex	U	5.00	4.00	1.60	1		Dellf's Cone	C	0.50	0.23	0.05	1	
	Martyr's Cry	U	5.80	3.00	1.00	1		Delif's Cube	U	2.80	1.00	0.50	1	
	Maze of Ith	C	14.80	10.00	0.50	3		Derelor	U1	4.06	2.75	1,00	2	
	Mertolk Assassin	U2	5.80	4.00	2.00	1		Draconian Cylix	U	3.00	1.50	6.50	1	
	Mind Bomb	U	1.00	2.90	1.00	1		Dwarven Armorer	U	2.69	1.00	0.25	1	
	Nameless Race	U	6.00	4.00	1.00	1		Dwarven Catapult	U3	2.00	1.00	8.50	Ĩ	
	Necropolis	U2	3.00	2.00	1.00	1		Dwarven Hold	U	4.80	2.25	0.75	1	
	Niall Silvain	U	4.00	3.00	1.00	1		Dwarven Lieutenant	U3	1.50	0.75	0.50	1	
	Drc General	U2	2.89	1.25	0.50	1		Dwarven Ruins	U2	3.80	1.00	0.50	1	
	People of the Woods	U2	2.00	1.75	0,58	1		Eben Praetor	U1	3.59	2.00	1.80	1	
-	Preacher	U	13,00	10.00	4.88	2		Ebon Strongheld	U2	3.80	1.00	0.50	1	
1	Psychic Allergy	U	5,19	4.00	1,00	1		Elven Lyre	U	2.00	1.00	0.50	1	
	Rag Man	IJ	4.49	3.00	1.80	1		Elvish Farmer	U	3.00	2.00	1.00	1	
	Reflecting Mirror	62	4,00	2.00	1.00	2		Farrel's Mantle	U3	1.50	0.75	0.50	1	
-	Runesword	Ŭ2	2.19	1.00	0.50	1		Farrelite Priest	U3	1.50	0.63	0.25	1	
	Sate Haven	U	5,88	3.00	1.00	1		Feral Thallid	U3	2.00	1.00	0.50	1	
	Scarecrow	02	3.00	2.00	1,38	1		Fungal Bloom	U	4.00	2.00	1.80	1	
-	Scarwood Bandits	U	6.00	3.00	1.08	1		Goblin Flotilla	U	3.88	1.50	0.50	1	
	Scarwood Hag	U2	2.19	1.25	0,50	1		Goblin Grenade	63	8,50	8.25	0,05	1	
ŝ	Season of the Witch	U	5.19	3.00	1.06	1	0.50	Goblin Kites	U3	1,50	0.82	0,50	1	
	Sisters of the Flame	U2	2.00	1.00	8.50	1		Goblin Warrens	U	4.80	3.00	2,00	1	
	Skull of Orm 🥌	U2	5.00	4.00	1.50	1		Hand of Justice	U	5.80	4.00	1.00	1	
	Sorrow's Path	U	4.08	3.00	1.00	1		Havenwood Battleground	U2	3,80	1.00	0.50	1	
	Spitteng Slug	U2	2.00	1.00	8.50	2		Heroism	U3	2.00	0.75	0.50	1	
	Standing Stones	U2	3.09	1.50	1.98)	1		Hollow Trees	U	3.98	2.00	0.85	1	
	Stone Calendar	U	7,00	4.00	1.08	1		Homarid Shaman	U	2.00	1.00	0,50	1	
2022	Tangle Kelp	U2	2.88	1.00	0,56	1		Homarid Spawning Bed	U3	2.08	1.00	0,50	1	
	The Fallen	U2	3,80	1.00	0.50	1		Hymn te Tourach	C4	0.75	0.25	0.05	1	
	Tivadar's Crusade	U2	3.60	2.00	1.80	1		Icatian Lieutenant	U	3.69	1.70	8.50	1	
	Tormod's Crypt	U2	3.00	1.75	0.58	2		icatian Phalanx	U3	1.50	0.82	8.59	1	
- station	Tower of Correall	U2	2.19	1.00	1.00	1		Icatian Priest	U3	1.50	0.82	0.50	1	
Conception of the	Tracker	U	7.08	4.00	2.68	2		Icatian Skirmishers	IJ	3.00	2,00	0.50	1	
-	Uncle listvan	U2	3.80	2.00	0.50	1		Icatian Store	U	4,80	2,25	0.50	1	
Charlow Co	Wand of Ith	U2	4.00	2.00	1.00	1		Icatian Tewn	U	4.00	2.28	1.00	1	
5					2. 1. 20									

ltem		High	Mett	LDW	IR.	4	l	ltem
Implements of Sacrifice	U	2.10	1.00	0.58	1			Dance of th
Orçish Captain	U3	2.00	0.89	0.50	1		1	Deflection
Order of Leitbur	63	. 1.09	0.25	0,05	1		i.	Demonic Co
Order of the Ebon Hand	63	* 1.00	0.25	8,65	1		i	Despotic Sc
Orgg	U	5.80	3.00	1.00	2	0.25		Diabolic Vis
Raiding Party	U3	1.50	0.95	0.50	1		****	Dread Wight
Rainbow Vale	U	3,20	2.00	0.50	1			Dreams of t
Ring of Renewal	U	2.00	1,50	0.50	1			Drift of the
River Merfolk Ruins of Trokair	U U2	3.80	2.00 1.00	1.09 0.50	1			Drought Dwarven Ar
Sand Silns	UZ	4.66	2.38	1.00	1			Earthlink
Seasinger	03	2.90	1.00	8.50	1		••••	Elder Druid
Soul Exchange	U3	2.00	0.89	0.50	1			Elemental A
Spirit Shield	U	2.00	1.00	8.58	1			Elkin Bottle
Spore Flower	U3	2.00	1.00	8.50	1			Enduring Re
Svyelunite Priest	U3	1,50	0.82	0.50	1		1	Energy Stor
Svyelunite Temple	U2	2.50	1.00	0.50	1			Essence Vo
Thailid Devourer	03	2.00	1.00	8.58	1			Fanatical Fe
Thelon's Chant	U3	1.58	1.00	0.50	1			Flery Justic
The on's Curse	U	3.00	1.00	0.50	1			Fire Covena
Thetonite Druid	U3	2.00	1.00	0.50	1		:	Flame Spiri
Theionite Monk	U	3.00	1.25	0,50	1			Flooded Wo Flow of Maj
Thrull Champion Thrull Retainer	U1 U3	4,00	3.00 1.00	1.00 0.50	1			Forbidden L
Thrull Wizard	U3	1.58	0.75	0.50	1			Force Void
Tidal Influence	U3	1.50	0.82	0.50	1			Forgotten Li
Tourach's Chant	U3	2.00	0.95	0.50	1			Formation
Tourach's Gate	U1	2.28	1.50	0.50	1		-	Freyalise Si
Vodalian Knights	U	3.75	2.00	0.50	1		-	Freyalise's
Vedalian War Machine	U	3.00	1.35	0.50	1		-	Freyalise's
Zelyan Sword	U	2.00	1.50	0.50	1			Fumarole
	_			_		_		Fyndhorn B
	C-	E f	16	E	-		1	Fyndhorn El
Complete Set		\$250	\$200	\$166	3			Fyndhorn Pi
Booster Display		95	89.50	80	4		-	Game of Ch
Boester Pack		3.服	2.95	258	3		-	General Jar
Starter Display		BIT I	90	117	4			Ghostly Flan
Starter Deck Typical Common		11.55 U.S.	8.99 0.10	8.00 9.19	3 0			Giant Trap I Glacial Cha
iypical common		L GAR	0.10	a. (b)	U		-	Glacial Gra
Abyssal Specter	U	32.63	\$1.00	\$6.35	1	0.50	ł	Glacial Wall
Adarkar Sentinel	U	1.05	1.00	6.28	1		ł.	Glaciers
Adarkar Wastes	8	6.08	5.00	3.00	4		-	Goblin Lyre
Aegis of the Meek	R	4.69	3.00	1.00	1			Gobiin Muta
Aggression	U	1,80	1.00	0.25	1		i	Goblin Snov
Aitar of Bone	R	4.88	3.00	1.00	1			Gravebind
Amulet of Quoz	R	4.相	2.95	1.80	1			Green Scar
Anarchy	U	2.00	1.00	0.35	1		÷.	Hallowed G
Arcum's Sleigh	U	1.00		9,20	1			Halls of Mi
Arcum's Weathervane	U	1.00	1.00	9.25	1		-	Hecatomb Hematite Ta
Arcum's Whistle Ashen Ghoul	U	1.99	1.00 1.00	0.25	1		ł	Hisparion
Avalanche	U	-1.服	1.00	0.34	1		ł	Hot Springs
Balduvian Conjurer	U	1.83	1.00	0.25	1		-	Hurricane
Balduvian Hydra	R	6.00		2.00	1		1	Hyalopterou
Baton of Morale	U	1.00		0.25	1		i	Hymn of Re
Battle Gry	U	1.00	1.00	0.20	1		i	ice Cauldro
Binding Grasp	U	150	1.00	0.20	1			Ice Floe
Black Scarab	U	1,00	1.00	0.26	1		-	lceberg
Blinking Spirit	R	8.00	5.95	3.90	2	0.05	i	lcequake
Blizzard	R	4.0	3.00	1.00	1		i	icy Manipul
Blue Scarab	IJ	1,00	1.00	0.25	1			lcy Prison
Brand of III Omen	R	4.80	3.00	1,00	1			Illusionary
Breath of Breams	U	1.80	1.00	0.25	1		1	Hustonary
Brushland Dell to Armo	R	6,00	5.00	3,00	3			Illusians of
Gall to Arms Caribou Range	R	4.90 4.99	3.00 3.00	2.00	1		***************************************	Incinerate Infernal Dai
Gelestial Sword	R	4.00	3.00	130	1		ł	Infernal De
Gentaur Archer	n U	1.00		0.25	1			Infinite Hou
Chaos Lord	B	5.80	3.00	1.99	1		*****	Jester's Ca
Chaos Moon	R	4.06		1.00	1			Jester's Ma
Chromatic Armor	R	6,00	3.00	1.50	1			Jeweled Am
Cold Snap	U	1.06	1.00	0.25	1			Johtull Wur
Gonquer .	U	2:00	1.00	0.25	1			Jokulhaøps
Gaunterspell	C	0:49	0.15	0,10	0			Justice
Crown of the Ages	R	5.00		2.00	1			Karplusan F
Curse of Marit Lane	R	4.110	3.00	1.08	1		:	Kamlusan (

Curse of Marit Lage R 4.09 3.00 1.00 1

		ltem	•	High	Med	Low T	'R	+/-
				2 3		mar Ale		
		Dance of the Dead	U	2.00	1.00	0.25 4.00	1	
	1	Deflection Demonic Consultation	R U	11.75	8.00 1.00	9.35	3 1	
	1	Despotic Scepter	R	4.00	3.00	1,99	1	
		Diabolic Vision	U	1.39	1.00	6.25	1	
	****	Dread Wight	R	4.80	3.00	1:50	1	
		Dreams of the Dead	U	1.00	1.00	0.25	1	
		Drift of the Dead Drought	U	1.00 1.06	1.00	0.25	1 1	
		Dwarven Armory	R	4,00	3.00	1.50	1	
	****	Earthlink	R	4.60	3.00	1.99	1	
		Elder Druid	R	5.00	3.20	1:99	1	0.25
	-	Elemental Augury	R	4.90	3.00	2,199	1	
		Elkin Bottle	R	4,90	3.00	1.99	1	
		Enduring Renewal	R	7.00	5 00 3.00	2.08	2	
		Energy Storm Essence Vortex	U	1.00	1.00	0.25	1	
		Fanatical Fever	U	1.00	1.00	0.25	1	
		Fiery Justice	R	A.00	3.00	1.68	1	
		Fire Covenant	U	1.08	1.00	0.25	1	
		Flame Spirit	Ü	1.00	1.00	0.25	1	
		Flooded Woodlands	R	4.00	3.00	1,90 1,00	1	
		Flow of Maggots Forbidden Lore	n B	4.00	3.00	1.58	1	
		Force Void	U	1.00	1.00	0.25	1	
	****	Forgotten Lore	U	1.00	1.00	0.25	1	
		Formation	R	4.00	3.00	1.08	1	
		Freyalise Supplicant	U	1.89	1.00	0.29	1	
		Freyalise's Charm	U	1.68	1 00	0.25 1.00	1	
		Freyalise's Wind Fumarole	RU	4.00	3.00 1.00	0.25	1	
		Fyndhorn Bow	U	1.00	1.00	8.25	1	
ł		Fyndhorn Elder	U	1.79	1.00	0,25	1	
		Fyndhorn Pollen	R	4.00	3.00	1.50	1	
		Game of Chaos	R	4.09	3.00	1.00	1	
		General Jarkeld	R	5,00	3,00	1.50	1	
		Ghostly Flame Giant Trap Door Spider	R	5.00	3.00 1.00	2.00	1	
		Glacial Chasm	U	1.00	1.00	0,25	1	
	İ.	Glacial Crevasses	R	4.00	3.00	1.00	1	
	ł	Glacial Wall	U	1.00	1.00	0.25	1	
		Glaciers	R	4.00	3.00	1.00	1	
		Goblin Lyre	R	4.98	3.00	1.00	1	
	-	Goblin Mutant Goblin Snowman	۹ ۱	1.90	1.00	0.25	1	
	1	Gravebind	R	4.00	3.00	1.00	1	
		Green Scarab	U	1.00	1.00	0.25	1	
		Hallowed Ground	U	1.08	1.00	0.25	1	
		Halls of Mist	R	4,00	3.00	1.00	1	
		Hecatomb Hemetite Tellemon	R	7,00	5.00	2.09	2	
	ł	Hematite Talisman Hipparion	U	1.00 1.00	1.00	0.25	1	
	ł	Hot Springs	R	4.00	3.00	1.50	1	
	1	Hurricane	U	1.00	100	0.25	1	
	-	Hyalopterous Lemure	U	1.00	1.00	0.25	1	
		Hymn of Rebirth	U	1.80	1.00	0.25	1	
	ł	Ice Cauldron Ice Floe	RU	4.50 2.90	3.00 1.00	2.00	1	
		lceberg	U	1.00	1.00	0.25	1	
	1	lcequake	U	2.00	1.00	0.50	1	6.13
	1	lcy Manipulator	U	9.00	7.00	4.00	2	
		lcy Príson	R	4.00		1,99	1	
		Illusionary Presence	R	4.80	3.00	1.09	1	
		Husionary Terrain Musions of Grandeur	UB	1,00 4,99	1.00 3.00	0.25	1 1	
	122.22	incinerate	K C	4.99	0.20	0.18	0	
		Infernal Darkness	R	4.00	3.00	1.58	1	
	-	Internal Denizen	R	4.00	3.00	1.58	1	
		Infinite Hourglass	R	4.00		1.98	1	
	-	Jester's Cap	R	20.00	15.00	8.08	4	
		Jester's Mask Jeweled Amulet	RU	12,00 1,00	8.00	4.06 0.25	2	
		Johtuli Wurm	U	1.00	1.80	0.25	1	
		Jokulhaeps	R	8.00	6.00	2.50	3	
		Justice	U	2.00	1.00	8.25	1	
		Karplusan Forest	R	6.90	5.00	3,00	3	
		Karplusan Giant	U	1.60	1.00	0.25	1	

Item	- 1	High	Med	Lov	w TF	1 +/-	- Item		High	Med	Low	TR	+/	liem	1	High (Vied	Low 1	rr +/	Item	ŀ	High I	Med	Low F	a 17	
	Three A			and a	4.16				1. 															2. 2		
	Route	4.28	3.00		00 1		Snow Hound	U	1.00	1.00	8.25			Black Carriage	U	3.00	2.00	0.50	1 :	Arcane Denial	C4	\$2.00	\$0.25	\$0:10	0.05	
Kjeldoran Elite Guard Kieldoran Frestbeast	C C C C C C C C C C C C C C C C C C C	1.00	1.00		25 1		Snowblind Soldevi Golem	R	4.00	3.00 3.00	1.00	1		Broken Visage Castle Senoir	U U3	3.00	2.00	0.50	1 0.07	Ashnod's Cylix Balduvian Dead	R	5.00	3.75 1.00	2.00 0.25	1 0.25	and the second second
Kjeldoran Knipht	C STORE	1.00	1.00 3.00		2版 1 500 1		Soldevi Machinist	n U	1.00	1.00	6.25	1		Chain Stasis	Ua 11	3.00	1.60	8.50	1 0.10	Balduvian Korde	B	20.06	12.50	7.95	, 3 1.50	
	R	4.00	3.00		.00 1		Soldevi Simulacrum	ย	1.00	1.00	8.25	1		Chandler	C	0.50	0.13	0.05	1 0.03	Balduvian Trading Post	R	8.00	5.00	3.60 1		
Kjeldoran Royal Guard	R	5.90	3.00		.08 1		Soul Barrier	Ű	1.00	1.00	0.25	1		Glackwork Gnames	C	0.50	0.15	0.85	1 0.06	Bounty of the Hunt	U	1.00	1.00	0.50		
	U	1.00	1.00		25 1		Spectral Shield	U	1.00	1.00	0.25	1		Clackwork Steed	C	0.50	0.14	0.85	1 0.09	Browse	U,	2.00	1.00	0.50	1	
Knight of Strongald	U	2.00	1.00	8.	48 1		Spoils of Evil	R	4.00	3.00	1,39	1		Clockwork Swarm	C	0.50	0.12	0.05	1 0.08	Burnout	ŧ١ -	1.00	1.00	0.50	1	THE REAL
Krovikan Elementalist	U	1.80	1.00	0.	.25 1		Spoils of War	R	4,50	3.00	1,98	1		Coral Reef	C	0.50	0.12	0.05	1 0.03	Chaos Harlequin	R	4.60	3.0D	2.80	1	
Krovikan Vampire	U	3.04	1.00	8,	25 1		Staff of the Ages	R	4.00	3.00	1,98	1		Daughter of Autumn	U	4.00	2.00	0.50	1	Contagion	U.	2.08	1.00	0.58	2	E CONTRACTOR
Land Cap	R	4.00	3.00	-E	M 1		Stampede	R	5.00	3.00	2.00	1		Death Speakers	13	1.50	0.75	8.25	1	Deadly Insect	64	1.00	0.20	0.10	1	ALC: NO
Lapis Lazuli Talisman	U	1.00	1.00	6.	25 1		Stench of Evil	U	1.39	1.00	025	1		Didgeridaa	U	5.00	2.00	1.00	1 0.35	Death Spark	U	1.50	1.00	0.50	1	A DECEMBER OF A
Lava Tubes	R	4.00	3.00	1.	00 1		Stone Spirit	U	1.00	1.00	0.25	1		Drudge Spell	U3	1.50	1.00	8.40	1	Diminishing Returns	R	7.00	4.49		2 0.26	
Leshrac's Rite	U	1.08	1.00	8.	25 1		Storm Spirit	R	4.00	3.00	1.75	1		Dwarven Pony	U	2.00	1.13	0.50	1 0.13	Diseased Vermin	U	1.00	1.00	0.50		
Leshrac's Sigil	U	1.83	1.00		25 1		Stormbind	R	6.08	4.98	2,08	3	0.03	Bwarven Sea Cian	Ų	3.00	1.60	0.50	1 0.10	Dystopia	R	5.00	4.00	2.00		
Lhurgoyf	A SPARA	7,50	6.00		0ff 4		Stromgald Cabal	R	200	3.00	208	1		Eboay Rhino	C	0.50	0.14	0.05	1 0.09	Elvish Bard	U	1.00	1.00	0.50	1	
Lightning Blow	N State	4.60	3.00		50 1		Stunted Growth	R	4.80	3.00	200			Eron the Relentless	U3	2.80	1.50	0.75	1 0.13	Elvish Spirit Guide	U	1.00 1.00	1.00 1.00	0.50 0.50	1	田田田
Lim-Bol's Hex	U	1.00	1.00		25 1		Sultureus Springs Punatoria	R	8.00	5.00	3.00	3		Evaporate Faerie Noble	U3 U	1.00	0.75	0.35	1 0.48	Energy Arc Exile	R	8,00	5.00	3.00	t 0.55	THE REAL
Lost Order of Jarkeld Lure	II CODES	4.00	3.00 1.00		50 1		Sunstone Swords to Plewshares	U	1.00	1.00	6.25 0.75			Fernz's Ban	H	3.00	1.85	1.00	1 0.40	False Demise	C4	0.35	0.10	0.10		
	U II	1.00 1.00	1.00		25 1 25 1		Thermokarst	U	2.00	1.00	6.50	1		Forget	1	3.00	2.00	0.50	1 0.13	Fatal Lore	R	5.00	3.50	2.90	1	
	R	4.08	3.00		08 1		Thoughtleech	U	1.00	1.00	0.30	1		Funeral March	C	0.50	0.13	0.05	1 0.03	Feast or Famine	64	0.35	0.15	0.10	0.03	
Malachite Talisman	U	1.00	1.00		25 1		Thunder Wall	U	1.00	1.00	0.25	1		Ghost Hounds	U3	1.00	1.00	8.25	1 0.06	Floodwater Dam	R	4.00	3.20	2.00	1 0.20	Eliter a
Márton Stromgald	R	8.00	5.00		80 1		Timberline Ridge	R	4.00	3.00	1.00	1		Giant Oyster	U3	1.50	0.88	0.48	1 0.02	Force of Will	U	5.00	3.00	1.80		all the second
Melee	U	1.08	1.00		25 1		Time Bomb	R	5.00	3.08	2.00	ł		Grandmother Sengir	U	4.89	2.00	0.59	1	Gargantuan Gorilla	R	5.50	4.00	2.00	1	and the second se
Melting	U	1.00	1.00		25 1		Total War	A	4,00	3.00	1.80	1		Hazduhr the Abbot	9	3.00	2.00	0.50	1	Gorilla Shaman	C4	1.00	0.15	0.10	1	A COLORING
Mercenaries	R	4.09	3.00	1	.00 1		Touch of Vitae	U	1.80	0.88	0.29	1	0.13	Heart Wolf	IJ	3.00	1.50	0.50	1	Guernilla Tactics	CG	0.35	0.17	0.18	1 0.02	
Merieke Ri Berit	R	5.00	3.00	2	M 1		Traliblazer	R	4.00	3.00	1.08	F		ihsan's Shade	U3	3.09	2.00	1.00	2 0.15	Gustha's Scepter	R	4.08	3.35	2.00	0,06	
Mesmeric Trance	R	4.80	3.00	1	80 1		Underground River	R	5.00	5.00	3.50	3		lrini Sengir	U3	2.90	1.00	8.50	1	Hail Storm	U	1.50	1.00	0.50	1	
Meteer Shower	C	8.38	0.10	Q	18 0		Updraft	U	1.00	1.00	0.25	1		Ironciaw Curse	U	2.50	1.00	0.50	1	Heart of Yavimaya	R	6.00	4.00	2.50		
	U	之間	1.00		.25 1		Urza's Bauble	U	LOU	1.00	0.35			Jinx	C	0.50	0.12	0.05	1 0.03	Helm at Obedience	R	15.00	10.00	4.00	2	
unit timp	R	4,00	3.00		.80 1		Veldt	R	4.00	3.00	1.00	1		Joven	C	0.50	0.13	0.05	1 0.03	Inheritance	0	1.50	1.00	0.50	1	
Minion of Leshrac	R	6.05	4.00		00 1	0.13	Venomous Breath	U	1:00	1.00	0.25	1		Joven's Ferrets	C	0.50	0.15	9.95	1 0.06	lvory Gargoyle	R	7.00	5.00	3.80	2	
Minion of Tevesh Szat	H North	5.00	3.75		GH 1	0.25	Vertigo Mexico Assessio	U	1.00	1.00	8.25	1		Joven's Tools	113	2.00	0.75	8.50		Juniper Order Advocate	U	2.00 5.00	1.00 4.13	0.50 2.00	1 0.13	and a second
Mole Worms		4.00	1.00 3.00		25 1		Vexing Arcanix	R R	6.00 4.00	4.00 3.00	2.00 4.89	1		Koskun Falis Koskun Keen	U3	3.00 1.50	2.00 0.75	8.50 8.49	1	Kaysa Keeper of Tresserhorn	n	5.00	3.90	2.00	1 0.10	
Menseen Mountain Titan	n seese	4.00	3.00		.58 1 .58 1		Vibrating Sphere Walking Wall	n U	1.00	1.80	1.00	1		Leaping Lizard	C	8.50	0.15	8.05	1 0.06	Kielderan Home Guard	U	1.00	1.00	0.50		
Mudslide	R	4.00	3.00		88 1		Wall of Lava	U	1.00	1.00	8.25	1		Leeches		2.58	1.50	8.50	1 0.00	Kjeldoran Gutpost	R .	12.00	10.00	6.00		
Musician	R	4.86	3.00		86 1		Wall of Pine Needles	u	1.00	1.00	8.25	1		Mammoth Harness	ŭ	2.80	1.40	0.50	1 8.11	Krovikan Horror	R	5.00	3.20	2.00	1 0.20	9
Mystic Might	R	4.00	3.00		25 1		Wall of Shields	U	1.00	1.00	0.25	1		Marihan	U	4.86	2.00	1.00	1	Krovikan Plaque	U	1.00	1.00	0.50		and the second
Nacre Talisman	1	1.88	1.00		25 1		War Chariot	U	1.80	1.00	0.25	1		Merchant Scroll	C	0.50	0.18	0.05	1 0.63	Lake of the Dead	8	12.00	9.00	5.50	4	
Naked Singularity	R	4.00	3.00	2	.50 1		Whatebone Glider	U	1.88	1.00	0.25	1		Mystic Becree	υ.	5.00	3.00	1.09	1	Library of Lat-Nam	R	6.00	4.00	2.00	1	
Nature's Lore	U	1.08	1.00	ß	26 1		White Scarab	U	1.00	1.00	0.25	1		Narwhal	U	3,00	2.00	8.50	1	Lim-Dùl's Paladin	U	2.08	1.00	0.50	1	
Necropotence	R	8.00	6.00	41	90 4		Whiteout	U	1:00	1.00	0.25	1		Orcish Mine	U3	1.50	0.80	8.40	1 8.04	Lim-Dúl's Vault	U	2.00	1.00	0.50	1	
Dath of Lim-Bûl	R	4,00	3.00	1.	99 1		Wiitige	A	5.00	3.90	1.98	1		Primal Order	U	6.08	4.38	2.90	1 8.13	Lodestone Bauble	R	5.00	4.00	2.00	2	
Onyx Talisman 💧	U	1.88	1.00	8.	28 1		Wind Spirit	U	1.90	1.00	8.25	1		Rashka the Slayer	U3	2.00	1.00	0.50	1	Lord of Tresserhorn	R	9.00	6.00	3.80	1	Gillio
	U state	1.80	1.00		进 1		Wings of Aesthir	U	1.58	1.00	6.25	1		Renewal	C	0.50	0.12	0.05	1 6.03	Misfertune	R	5.00	3.40	2.80	1 0.04	
oreron nearer	U	1.00	1.00		四 1		Winter's Chill	R	400	3.00	情報	1		Retribution	U3	1.00	0.88	8.40	1 0.02	Mishra's Groundbreaker	U	1.00	1.00	0.50	1	SHEET ST
	8	4.00	3.00		58 1		Withering Wisps	U	1.00	1.00	0.25	1		Reveka, Wizard Savant	U :	3.99	2.00	1,00	1	Misinformation	U	2.00	1.00	0.50	1	Citize Citize
	R	5.00	3.00		100 1	0.48	Word of Blasting	U	1.00	1.00	0.25			Root Spider	U3	1.99	0.75	8.40	1 7.04	Mystic Compass	UU	1.08	1.00	0.50		
	R	5.04	3.00		99 1 95 1		Wrath of Marit Lage Yavimava Gnats	RU	4.60	3.00	1,99			Roots Roterothopter	U3 C	1.09	0.80 0.23	0.40	1 0.03	Nature's Blessing Nature's Chosen	U	1.00	1.00	0.50		
Pale Bears	U Socialis	2.88	1.00 3.00		38 1 98 1		Zur's Weirding	B	1.00 5.00	1.00 4.00	0.25 2.00			Rysorian Badger	U U	3.00	1.50	0.50	1 0.03	Natura's Wrath	B	5.00	3.75		1 0.25	THE REAL
	n statistics	5.08	3.65		CE 1	0.25	Zuran Orb	n U	4316	2.55	6.75		0.20	Sea Sprite	U3	2.00	1.00	-10-	1	Omen of Fire	R	5.00	3.50		1	CONTRACTOR OF
	N SECOND	1.86	1.00		25 1	0.20		0	Z ZALIK		- Are		- and	Sea Troll	03	1.00	0.75	0.40		Phantasmal Sphere	R	4.00	3.00	2.80		States
	U	1.67	1.00		25 1		но	m	EL	HN	D	3		Sengir Autocrat	U	4.96	3.00	1.50	1	Pheiddagrif	R	5.00	4.00	2.00	2	and the second se
Polar Kraken	R	8.60	5.00		00 2		Complete Set		e \$75	\$65	\$25	2		Serra Aviary	U	5.00	2.55	1.00	1 0.45	Phyrexian Devourer	R	5.00	3.00	2.00		
	R	6.60	4.08		00 3		Booster Display		95	75	50			Serra Bestiary	C	0.59	0.13		1 8.03	Phyrexian Portal	R	5.00	3.00	2,00	1	NO.
Pygmy Allosaurus	R	4.00	3.00	ŧ	89 1		Booster Pack		1.79	1.60	1.00	1		Serra Inquisitors	U3	1.09	0.75	0.30	1	Pillage	U	3.00	2.00	0.60	1	ALC: NO
Pyreclasm	I and	238	1.00	ĝ,	40 1		Typical Common		0,25	0.10	0.05	1		Serra Paladia	G	0,50	0.12	0.05	1 0.03	Primitive Justice	U	1.50	1.00	0.50		THE REAL
Reality Twist	R	4.06	3.00	Ģ	50 1		4 6 7							Serrated Arrows	C ;	2.98	0.63	0.10	1 0.13	Pyrokinesis	U	1.50	1.00	0.50	1	Contraction of the
Reclamation	R	4.88	3.00		题 1		Abbey Gargoyles	U3	\$2.00	\$1.00	\$0,50			Soraya the Falconer	U	3.08	2.00	Nord All	1	Ritual of the Machine	R	5.00	4.00	2.50		and the second
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	R	4,00	3.00		99 1		An-Havva Constable	U	3.00	1.50	0,50			Timmerian Fiends	U.	2.58	1.50	0,40		Royal Decree	8	5.00	3.0D	2.00		THE REAL
	R	4.00	3.00		殿 1		An-Hawa inn	U3	1.50	0.75	9.40			Truce	U	3.00	1.79	20 3 433	1 0.06	Scarab of the Unseen	U .	1.00	1.00	0.50		HOUL
	R	4.00	3.00		99 1		An-Havva Township	U3	1.58	0.75	8,40			Veldrane of Sengir	U	4.60	2.00	0.50		Scars of the Veteran	U	1.90	1.00	0.58		State of the
	U U	1.00	1.00		25 1		An-Zerrin Ruins	U	× 4.00	2.00	0.50			Wali of Kelp Willow Drington	U	2.90	1.40	0.50		School of the Unseen	U	1.00	1.00	0,50		all all all all all all all all all all
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	n source	4.08 6.08	4.00		30 I 00 I	0.25	Autumn willow Aysen Abbey	U U3	1.50	0.75	4.00 0.40			HL.	.L.1	1 FI	JC	ES		Soldevi Digger	R	5.00	4.00	2.50		STATE OF STATE
	n states	1.00	1.00		25 1	0.2.0	Aysen Grusader	U	3.00	2.00	0.40			Complete Set	-	\$290	\$165		4	Soldevi Excavations	R	7.00	5.00	3.00		ALC: NO
Skeleton Ship	R	5.00	3.00		68 1		Aysen Highway	U	3.00	2.00	1.00			Booster Display		190	145	and a state of the	3	Soldier of Fortune	U	1.00	1.00	0.50		The second second second second second second second second second second second second second second second s
	U	戚	1.00		25 1		Baki's Curse	Ű	2.50	1.50	0.40			Booster Pack	term a	5.90	4.00		3	Spiny Starfish	U	1.00	1.00	0.50	1	ALC: NO
	U	208	1.00		35 1		Baron Sengir	U	8.00	6.50	4.00			Typical Common	-	0.25	0.10	0.05	1	Splintering Wind	R	4.00	3.00	2.00	1	the first of
Snow Fortress	R	4.00	3.00	1.	.00. 1		Beast Walkers	U	3.00	1.50	0,50	E			-	-		a constant		Storm Gauldron	R	6.80	4.00	2.50	1 0.25	APRIL OF
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Whirling Catapult	RG	4.00	2.25	1000 - 100		0.25	Favorable Destiny	U	1.00	0.75	0.25	1		Phyrexian Vault	U	1.00	0.75	0.25		Worldly Tutor	U	2.00	1.00	0.50 1	
Winter's Night	R	4.00	3.00	2.0	10 1		Femeref Archers	U	2.08	1.00	0.25	1		Political Trickery	R	5.00	4.00	1.99 2		Yare	R	5.00	3.00	1.99 1	
Yavimaya Ants	U	2.80	1.00	0.5	0 1		Final Fortune	R	10.00	6.37	3,00	2 D.	.63	Polymerph	R	5.00	3.00	2.00		Zebra Unicorn	U	1.00	0.75	0.25 1	
					COLUMN		Fire Diamond	U	2.00	1.00	0.50	1		Preferred Selection	R	5.00	3.00	1.99		Zhalfirin Commander	U	1.00	0.75	0.25 1	0,25
	MA	Lake				6000	Flame Elemental	U	1.00	0.75	0.25	1		Prismatic Boon	IJ	1.00	0.75	0.25		Zirilan of the Claw	R	5.00	4.00	2.08 1	
- Complete Set		\$250	\$200				Flash	R	5.00	3.00	1,99	1		Prismatic Lace	R	5.00	3.00	1.99		Zambie Mola	U	1.00	0.75	0.25 1	
Booster Display		100	89		5. 3		Flood Plain	U	1,00	0.75	0.30	1		Psychic Transfer	R	5.00	3.00	1.50		Zuberi, Golden Feather	R	5.00	3.00	2.00 1	0.50
Boester Pack		3.00	2.95		5 2		Floodgate	U	1.00	0.75	0.25	1		Purgatory	R	5.00	3.00	1.50			27 6	-110	IN		
Starter Display		100	90		0 3		Foratog	U	1.00	0.75	0.25	1		Purraj of Urborg	R	5.00	3.00	2.00 1				1 2			
Starter Beck Typical Common		9.00 0.25	8.95 0.10		53 51		Forbidden Crypt	R	5.00	3.00	2.00	2		Quirion Elves	C	0.30	0.10	0.05 1		Complete Set		\$175	\$150	\$85 3	in the second se
iypicat connison		0.28	0.10	0.0	a: 1		Forsaken Wastes Frenetic Efreet	n	6.00 6.00	5.00 4.62	2.00	2		Radiant Essence Rashida Scalebane	U . R	1.00	0.75	0.25 1	0.00	Booster Display		130	95	85 3	
Abyssal Hunter	R	\$5.00	\$3.00	\$1.9	g 1		Gellin Scouts	"	1.80	0.75	0.25		12	Ravenous Vampire	n U	5.90	1.00	2.00 1	0.99 8.01	Boester Pack Typical Common		4.95 0.26	2.99	2.95 2 0.10 0	0.01
Acidic Dapper	R	5.00	3.00		0 1		Goblin Soothsaver	1	1.00	0.75	0.25	1 0,	16	Razor Pendulum	R	5.00	3.00	2.00 1	0.01	IFFICAL CONTINUE	1	0.40	0.11	มูลยู บ	0.01
Afiya Grove	R	4.00	3.00		0 1		Grasslands	U	1.00	0.75	0.30	1		Reckless Embermage	R	5.00	3.00	1.99 1		Aku Ojinn	R	\$7.00	\$5.00	\$2.50 2	1
Afterlite	U	1.50	1.00	0.2	5 1		Grim Feast	R	5.00	3.00	1,99	1		Reflect Damage	8	5.00	4.00	2.00 1		Anvil of Begardan	R	6.00	4.50	2.00 2	0.25
Aleatory	U	1.08	0.75	0.2	5 1		Grinning Totem	R	15.00	8.00	2.50	3		Reign of Chaos	U	1.00	0.75	0.25 1		Archangel	R	8.00	7.00	3.75 2	
Amber Prison	ß	5.00	4.00	2.0	8 2		Hakim, Loreweaver	R	5.00	3.00	2.00	1		Reign of Terror	U	1.00	0.75	0.25 1	0.02	Army Ants	U	1.25	1.00	0.30. 1	
Amulet of Unmaking	R	4.00	3.00	1.9	9 1		Hall of Gemstone	R	5.00	4.00	2.00	2		Reparations	R	5,00	3,00	2.00 1		Blanket of Night	U	2.00	1.00	0.50	
Ancestral Memories	R	5.00	4.00	2.0	0 1		Kammer of Begardan	R	15.00	12.00	5.00	4		Rock Basilisk	R	5,00	3.00	2.00 1		Begardan Phoenix	R	5.00	4.00	2.00 2	
Ashen Powder	R	5.00	3.00	1.9			Harbinger of Night	R	5.00	3.00	2.00	1		Rocky Tar Pit	U	1.00	0.75	0.30 1		Brass-Talon Chimera	U	1.00;	1.00	0.30 1	
Asmira. Holy Avenger	R	5.00	3.00	1.9			Harbor Guardian	U	1.00	0.75	0.25	1		Roots of Life	U	1.00	0.75	0.25 1		Breathstealer's Crypt	Я	5.00	4.00	2.00 1	
Auspicious Ancestor	R	5.00	3.00	1,5			Harmattan Efreet	U	1.00	0.75	0.25	1		Sacred Mesa	R	10.00	7.75	2.95 2	0.25	Brood of Cackroaches	U.	1.00	0.77	0.30 1	0.05
Bad Aiver Barbed Foliage	U	1.00	0.75	8.3			Haunting Apparition	U	1.00	0.75	0.25	1		Sand Golem	U	1.00	0.75	0.25 1		Chronatog	R	6.00:	4.00	3.00 2	0.63
Barbed-Back Wurm	U	1.00	0.75 0.75	0.2	5 1		Hazerider Drake Hivis of the Scale	UB	1.00	0.75 3.00	0.25	1		Savage Twister Sawback Manticore	UR	2.00	1.00	0.25 1		City of Solitude	R	14,09:	8.00	4.00 3	0.00
Barreling Attack	B	4.00	3.00	1.9			Horrible Hordes	IJ	1,00	0.75	0.25	1		Sealed Fate	n U	5.00	3.00 0.75	2,00 1 0.25 1	0.13	Coral Atolí Corrosion	8	1.00	0.93 3.00	0.30 1	0.08 0.40
Basalt Golem	U	1.00	0.75	0,2		0.12	Igneous Golem	U	1.00	0.75	0.25	1		Seeds of Innocence	R	5.00	3.00	1,99 1	0.10	Creeping Mold	U	2.00	1.00	0.50 1	0.40
Bazaar of Wonders	R	6.00	4.00		0 2		Illicit Auction	R	5.00	3.00	1,50	1		Shadowbane	U	1.00	0.75	0.25 1	0.13	Daraja Griffin	U	1.00	0.82	0.30 1	0.11
Benthic Ojinn	Я	5.00	3.00	2.8	0 1		Illumination	U	1.00	0.75	0.25	1		Shallow Grave	R	5.00	4.00	2.00 2		Desertion	R	8.00	6.00	3.80 2	
Blighted Shaman	e U	1.00	0.75	0,23	51		incinerata	C	0.50	0.15	0.05	1		Shauku's Minion	U	1.00	0.75	0.25 1		Desolation	U	1.00	1.00	0.30. 1	
Blind Fury	U	1.00	0.75	0.2	5 1		Infernal Contract	R	5.00	4.00	2.00	2		Shauku, Endbringer	R	5.00	3.00	1.99 1		Diamond Kaleidoscope	R	5.00	3.20	2.80 1	0.25
Blinding Light	U	1.00	0.75	0.25	5 1		Iron Tusk Elephant	IJ	1.00	0.75	0.25	1		Shimmer	R	5.00	3.50	2.00 1	0.50	Dormant Volcano	U	1.00	0.93	0.30 1	8.08
Bone Mask	R	4.00	3.00	1.98			Jabari's Influence	R	5.00	3.00	2.00	1		Sidar Jabari	R	5,00	3.00	2,00 1		Dragon Mask	U	1.00	0.92	0.30 1	0.08
Brushwagg	R	4.00	3.00		9 1		Jolrael's Gentaur	C	0.30	0.10	0.05			Siracco	U	1.00	0.75	0.25 1	0.13	Dream Tides	U	1.00	1.00	0.30 1	
Burning Palm Efreet Cadaverous Bloom	U	1.00	0.75		3 1	0.40	Jungle Patrol	R	4.00	3.00	1.50			Sky Diamond	U	2.00	1.00	0.50 1		Elephant Grass	U ,	1.25	1.00	0.30 1	
Canopy Dragon	R	7.00	5.00 5.00		3 3	0.10	Jungle Troll Kaervek's Hex	U	1.00	0.75	0.25			Soul Echo	R	5.00	3.00	2.00 1		Elkin Lair	R	5.00	3.30	1.99 1	0.45
Carrion	R	5.00	3.00		3 1		Kaervek's Purge	U	1.00	0.75 0.75	0.25			Soul Rend Spatial Binding	UU	1.00	0.75 0.75	0.25 1		Equipoise	R	5.90	4.00	2.00 2	0.00
Catacomb Dragon	R	8.00	6.00		2		Kaervek's Torch	C	0.30	0.10	0.25			Spectral Guardian	R	5.00	3.00	0.25 1		Everglades Eye of Singularity	U A	1.00	0.93 4.00	0.30 1	0.08
Celestral Dawn	R	10.00	7.00		2		Karoo Meerkat	U	1.00	0.75	0.25			Spirit of the Night	R	10.00	7.00	3.00 3	6.50	Femeref Enchantress	R	5.00	3.00	1.50 1	0.35
Cerulean Wyvern	U	1.00	0.75	0.25	i" 1		Kukemssa Pirates	R	5.00	3.00	1.50		1	Stupor	U	2.00	1.00	0.35 1		Fireblast	C	0.50	6.20	0.18 0	did d
Chaosphere	R	5.00	3.00	2.00	¥ 1		Lead Golem	Ų.	1.00	0.75	0,25	1		Subterranean Spirit	R	5.00	3.00	2.00 1	0.25	Firestorm Hellkite	R	8.00	6.00	2.00 1	0.80
Charcoat Diamond	IJ	2.00	1.00	0.50	1		Leering Gargoyle	A	4.00	3.00	1.99	1		Sunweb	R	5.00	3.00	2.00 1		Floaded Shareline	R	5,00	3.00	1.50 1	0.50
Chariot of the Sun	U	1.00	0.75	0,25	£ 1		Lion's Eye Diamond	R	5.00	3.75	2,00	2		Superior Numbers	U	1.00	0.75	0.25 1		Forbidden Ritual	R	5,00	4.00	1.99 1	
Choking Sands	C	0,30	0.10	0.05	i 1		Locust Swarm	U	1.00	0.75	0.25	1		Suq'Ata Firewalker	U	2.00	1.00	0.30 1		Foreshadow	U	1,00	0.85 🐔	0.30 1	0.15
Ginder Cloud	IJ	1.00	0.75	0.25			Lure of Prey	R	5.00	3.00	1,99	1		Tainted Specter	R	5.00	3.00	1.99 1		Goblin Recruiter	U .	1.00	1.80 (0.30 1	
Circle of Despair	R	5.00	3.00		6-1		Malignant Growth	R	5.00	3.00	2.00			Taniwha	R	7.00	4.00	2.00 2		Griffin Canyon	R	6.00	4.00	2.00 1	
Consuming Feracity	U	1.00	0.75	0.25			Mana Prism	U	1.00	0.75	0.25			Teeka's Dragon	R	8,00	6.00	2.50 2		Guiding Spirit	R	5.00	3.95	1.99 1	0.05
Coral Fighters	U	1.00	0.75	0,25			Mangara's Blessing	U	2.00	1.00	0.25			Teferi's Imp	R	4.00	3.00	1.50 1		Heat Wave	U	1.00	0.80	0.25 1	0.13
Crash of Rhinos Crimson Hellkite	C A	0.29	0.10 7.00	0.85		0.50	Mangara's Equity	UR	1.00	0.75	0.25			Teferi's Isle	R	5.00	3.00	2.00 1		Helm of Awakening	U	2.90	1.00	0.30 1	
Crimson Henkite Crimson Rac	n U	1.00	0.75	0.25		0.30	Mangara's Tome Marble Diamond	K U	5.00	3.00 1.00	2.00			Telim'Tor Telim'Tor's Darts	R	5.08	3.00	2,00 1		Honorable Passage	11	2.00	1.00	0.30 1	0.15
Crypt Cobra	U	1.00	0.75	0.23			Mardie Diamond Mard	U R ·	2.00 8.00	1.00 6.00	0.50			Telim'Tor's Darts Telim'Tor's Edict	U B	1.00	0.75 3.00	0.25 1		Kelking Cyclops	UC	00.1 0a.0	0.85	0.30 1	0.15
Crystal Golem	U	1.00	0.75	0.25			Meddle	n : U	8.00 1.00	0.75	0.25			Tidal Wave	ห. ป	4.00	3.00 0.75	1.50 1 0.25 1		Impulse Iron-Heart Chimera	G	0.50	0.20	0.10 D	
Crystal Vein	U	1.50	0.99	0.30		0.01	Melesse Spirit	U	1,00	1.00	0.25			Tombstone Stairwell	R	6.00	4.00	2.00 2		Juju Bubble		1.00	0.93	0.30 1	0.08
Cursed Totem	ł	5.00	4.00	2.00			Mind Bend	U	2.00	1.00	0.25			Torrent of Lava	R	5.00	3.00	1.58 1		Jungle Basin	U	1.00	0.93	0.38 1	0.00
Cycle of Life	R	4.00	3.00	1.99			Mind Harness	U	1.00	0.75	0.25			Tropical Storm	U -	1.00	0.75	0.25 1		Kaervek's Spite	R	5.00	4.00	1.50 2	
Daring Apprentice	R	5.00	3.00	1.99	F 1		Mindbender Spores	R	4.00	3.00	2.00		-	Uktabi Wildcats	R	5.00	3.49 -	2.00 2	0.51	Karoo	U	1.00	0.93	0.30 1	0.08
Decomposition	U	1.00	0.75	0.25	1		Mire Shade	U	1.00	D.75	0,25	1	-	Unerring Sling	U	1.00	0.75	0.25 1		Katabatic Winds	R	5.00	3.65	1,99 1	0.35
Gelirium	U	1.00	0.75	0.25		0.25	Misers' Cage	R	5.00	3.00	2.00	1	-	Unfulfiiled Desires	R.	5.00	3.00	1.50 1		Kookus	R	5.00	3.99	2.00 1	0.01
Discordant Spirit	R	5.00	3.00	2,00	1		Mist Dragon	R	8.00	6.00	2.95	3		Unseen Walker	U	1.00	0.75	0.25 1		Kyscu Drake	U	1.00	0.80	0.25 1	0.13
1 1 1 12	Ban B	6. J. M.	18 MA	000065	in the second	haddeladdel	Characharacharacharacharacharacharachara	10114200	Seat State	Whithda		NARA SE	NEIDER		CENTION	ADM/SHIM	SUSSIUS	ASSISTER OF		CELESCOLO DE LA COLORIZACIÓN DE LA COLORIZACIÓN DE LA COLORIZACIÓN DE LA COLORIZACIÓN DE LA COLORIZACIÓN DE LA	Holifal	understate	0100010100	NEWERINE PRODUCTION	THE REAL PROPERTY OF

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tem		High	Med	Low 1	R	+/	ltem		High	Med	Low TI	R +/-	
ead-Belly Chimera	IJ	1.00	1.00	0.30	1		Arctic Wolves	IJ	1.00	1.00	0.25]	
ichenthrope	R	5.00	3.00	1.50	1		Argivian Find	U	1.00	0.82	0.25	0 0,11	
ightning Cloud	R	5.00	4.00	2.00	1		Argivian Restoration	U	1.00	0.82	0.25	0.11	
ongbow Archer	U	1.50	1.00	0.30	1		Aura of Silence	U	2.08	1.00		D	
Aagma Mine	U	3.00	1.00	8.30	1		Avizea	R	5.08	3.00		1	
lan-o'-War	C	8.50	0.20	0.10	0		Barishi	U	1.80	1.00]	
Batopi Golem	U	1.00	0.75	8.25	1	0.05	Bone Dancer	R	5,00	4.00		1	
Airaculous Recovery	U	1.00	1.00	0.30	1	0.10	Bösium Strip Rubble Matrix	R R	7.00	5.00 4.50		1 1 0.50	
Aob Mentality Aundunku	U	1.00	0.75 1.00	0.25	1	0.10	Bubble Matrix Buried Alive	n U	2.00	4.00		9	
iatural Order	R	6.00	4.37	2.60	2	0.38	Gall of the Wild	R	5.00	4.00		1	
lecromancy	U	2.00	1.00	0.30	1	0.00	Chimeric Sphere	U	1.50	1.00		0	
lecrosavant	R	5.00	4.00	2.80	1		Cinder Giant	U	1.00	0.80	0.25	0 0.13	
lekrataal	U	3,00	2.00	0.50	2		Circling Vultures	U	1.00	0.80	8.25	0.20	
Igre Enforcer	R	6,00	3.75	1.89	1	0.26	Cleud Djinn	U	1.50	1.00	0.25	0	
lvinomancer	U	1.00	0.85	0.30	1	0.15	Cone of Flame	U	2.00	0.85	0.25	0 0,15	
Peace Talks	U	1.29	1.00	9.30	1		Debt of Loyalty	R	5.00	3.00		1 0,50	
Invexian Marauder	R	5.00	3.00	1.50	1	8.50	Dense Foliage	R	6.00	4.00		1	
Fillar Tombs of Aku	R	6.00	4.75	2.00	1	0.25	Desperate Gambit	U	1.00	0.93		0 0.08	
rosperity	U	2.00	1.00	0.50	1		Bingus Staff	U	1.00	1.00		0	
Yygmy Hippo Wielened	R	5.08	4.00	2.80	1		Downdraft	R	6.00	4.00 0.92		1 0 0.88	
Juicksand Juicion David	R	2.08 5.00	1.00 4.00	8.50	1		Dwarven Thaumaturgist	R	5.00	3.00		1 0.00	
Juirion Druid Rainbow Efreet	R	2.05	4.00	1.89	3		Empyrial Armor	C	0.50	0.20		0	
lelentiess Assault	R	12.00	9.00	3.80	2		Ertai's Familiar	R	5.00	3.00		2	
lelic Ward	Ð	1.00	0.82	0.30	1	0.11	Fallow Wurm	U	2.08	1.00		0	
letribution of the Meek	R	5.00	4.00	2.00	1		Familiar Ground	U	1.00	0.92		0 0.08	
lighteous War	R	5.00	4.00	1.99	1		Fervor	R	7.40	5.00	2.00	1	
River Boa	C	0.50	0.20	0.10	0		Festering Evil	U	1.00	0.80	8.25	0 0.13	
Rowen	R	5.89	4.00	200	1		Fire Whip	C	0.50	0.13	0.05	D	
Sands of Time	8	5.00	4.00	Å 2.06	2		Firestorm	R	8.00	6.00	2.08	3 0.13	
Scalebane's Elite	U	1,25	1.00	0.30	1		Foriysian Brigade	U	1.08	0.82		0 0.11	
Shimmering Efreet	U	1.00	1.00	0.305	1		Fungus Elemental	R	5.08	3.00		1	
Simoon	U	1.89	0.93	8.30	1	0.08	Gasa's Blessing	U	. 3.00	1.50		2	
Snake Basket	R	8.00	6.00	3.66	3		Gallowbraid	R	5.00	4.00		1	
Spitting Brake	IJ	1.00	0.75	0.25	1	0.05	Gemstone Mine	U	4.00	3.00		3 0	
Squandered Resources	R	6.00 2.80	5.00 1.00	3.00 8.50	3		Gerrard's Wisdom Goblin Bomb	U	2.00	4.00		1 0,25	
Stampeding Wildebeests Suleiman's Legacy	UR	5.00	4.00	2.00	2		Goblin Grenadiers	U	1.00	0.80		0 0.13	
Summer Bloom	U	1.00	1.00	0.39	1		Heart of Bogardan	R	6.00	4.00		1 0.25	
Suq'Ata Assassin	U	3.00	0.93	0.30	1	0.08	Heat Stroke	8	5.00	3.00		1	
Suq'Ata Lancer	C	0.29	0.15	6.18	0		Hidden Horror	U	2.00	1.00	0.35	0	
Falruum Piper	U	1.00	0.75	0.25	1	0.05	Hurloon Shaman	U	1.00	0.80	0.25	0 0.13	
Teferi's Honor Guard	U	1.00	0.80	0.25	1	0.13	Infernal Tribute	R	6.00	3.50	2.00	1 0.50	
leteri's Puzzle Box	R	6.10	4.00	2.00	1		Inner Sanctum	R	5.80	3.00	2.00	1	
leteri's Realm	R	5.00	3.00	1.99	1	0.40	Jabari's 8anner	U	1.00	0.93		0 0.08	
lempest Drake	U	1,29	1.00	0.30	1		Lava Hounds	U	1.50	0.93		0 0.08	
Three Wishes	R	5.00	4.00	1.50	1		Liege of the Hollows	R	5.00	3.00		1	
Time and Tide	IJ	1.00	0.80	0.25	1	0.13	Llanowar Behemoth	U	1.00	1.00		0	
lin-Wing Chimera	U	1.00	1.00	0.30	1		Lotus Vale	R	15.00	10.00		3	
lithe	R	6.00	5.00	2.00	3	0.40	Mana Web	B	7.00	5.00		1 1 0.45	
Friangle of War Uktabı Orangutan	R U	5.00	3.00 1.00	1.98	1	0.40	Maraxus of Keld Master of Arms	RU	6,60	5.50 0.93		1 0.45 0 0.08	
Undiscovered Paradise	8	2.80	7.95	0.50 4.00	4	0.02	Mind Stone	C	0.50	0.33		0	
Vampiric Tutor	R	10.00	8.00	4.95	3	0.02	Mischievous Poltergeist	U	1.00	0.85		0 0.08	
Vampirism	U	1.01	0.99	0,30	1	8.01	Mistmoon Griffin	U	1.08	0.93		0 0.08	
Viashino Sandstalker	U	3,69	1.00	0.50	1	0.25	Morinfen	R	5.00	4.00	1.50	1	
Viashivan Dragon	R	10.00	7.00	4.00	2		Mwanvuli Doze	8	5.00	3.00	2.00	1	
Vision Charm	C	0.36	0.15	0.18	0		Nature's Resurgence	R	5,00	3.00	2.00	1 0.50	
Wand of Denial	8	5.60	4.00	2,08	1		Necratog	U	1.58	1.00	0.50	0	
Waterspout Djinn	U	206	1.90	0.50	1		Noble Benefactor	U	1.00	0.93	8,25	80.0	
Wind Shear	U	1.00	0.92	0.30	1	0.08	Null Rod	R	5.00	4.00	2.00	1	
Zhalfirin Grusader	R	6.00	4.00	2.00	1	0.25	Odylic Wraith	U	1.50	1.00	0.25	0	
WEA				1G			Orcish Settlers	U	2.00	1.00	0.50	0	
							Paradigm Shift	A	5.00	3.00	2.00	1	
Complete Set		\$185	\$163	\$90	3		Peacekeeper Peacekeeper	A	6.00 e.00	4.49	2.00	1 0.51	
Booster Display		100	90	75	3		Pendrell Mists	R	6.00	4.49	2,00	2 0.51 n	
Booster Pack		3.09	2.95	2.69	1 0		Phantom Warrior Phyroxian Europea	U U	2.00	1.00 1.00	0.25	0 0	
Typical Common		0.25	0.10	0.05	0		Phyrexian Furnace Psychic Vortex	U R	5.00	3.00		1	
Abduction	IJ	\$2.00	\$1.00	\$0.35	0		Relearn	n U	2.00	0.85		0 0.15	
Abeyance	R	10.00	7.00	4.00	3		Revered Unicora	U	1.00	1.00	0.25	0	
Abeyance Aboroth	n	650	4.75	2.00	1	0.25	Roc Natchling	Ð	/ 1.00	0.82	0.25	0 0.11	
Æther Flash 🔹	U	2.25	1.00	0.50	D	0.25	Scorched Roins	R	6.00	5.00		1	
Agonizing Memories	U	1.00	1.00	8.25	D		Serenity	R	5.00	3.50		1 0.50	
Alabaster Dragon	R	7.00	6.00	3.00	1		Serra's Blessing	U	2.00	1.00		0	
Ancestral Knowledge	R	7.00	4.75	2.00	2	0.26	Serrated Biskelion	U	2.00	1.00	0.35	0	

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Item		High	Med	Low	TR	+/	Item		High	Med	Low T	R +	-/	liem	ł	-ligh f	∕led L	ow TI	z +/	Item	ł	High N	Aed I	Low TR	२ +/ .ँ.
Item		Paga	10100	LOW		-	ITEIN		rnyn	INICO	LU11 1	21	<i>.</i>	11210		ingir i									_
Southern Paladin	R	7.00	4.50	2.00	1	0.50	Dismiss	U	2.00	1.50	0.75	2	-	Metallic Sliver	C	0.75	0.25	0.05 ()	Seltari Priest	U	2.00	1.50	0.50 2	
Steel Golem	U	2.00	1.00	0.35	0		Dracoplasm	R	6.00	4.00	3.00	1 1	0.50	Mindwhip Sliver	U	1.00	1.00	0.50	0.01	Souldrinker	U	1.00	0.75	0.35 1	0.04
Strands of Night	U	1.00	0.82	0.25	D	0.11	Bread of Night	U	2.00	1.00	0.58	1		Minion of the Wastes	R	6.00	4.00	2.00		Spiret Mirror	R	6.00	4.37	3.00 2	0.13
Straw Golem	U	1.00	0.75	0,25	۵	8.04	Dregs of Sorrow	R	6.00	4.00	3.00	1 1	0.38	Mirri's Guile	R	5.00	4.00	2.00		Spontaneous Combustion	U	3,00	1.0D	0.50 1	
Sylvan Hierophant	U	1.00	0.85	0.25	0	0.15	Duplicity	R	5.00	3.90	2.00	1 1	8.10	Mnemonic Sliver	IJ	2.08	1.00	0.50		Stalking Stones	U	2.80	1.00	8.50 1	
Tariff	R	5.00	3.00	2.00	1	0.50	Earthcraft	R	8.08	4.75	3.00	2 1	1.25	Megg Cannon	U	1.00	0.75	0.35	0.15	Starke of Rath	R	5.00	3.45	2.00 1	8.54
Teferi's Veil		1.00	1.00	0.25			Echo Ghamber	R	6.00	3.55	2.00		0.45	Mogg Fanatic	G	0.50	0.25	0.05	1	Static Orb	R	5.50	4.75	3.00 2	2 0.25
Thran Forge	U	1.00	0.93	0.25		0.08	Eladamri's Vineyard	D	9.00	6.00	4.80			Magg Hollows	11	1.00	1.00	0.50	1	Staunch Defenders	U	1.00	1.00	0.50 1	1
						0.80		n				4			U				1 0.13		U	2.00	1.00	0.50 1	1
Thran Tome	R	5.00	3.00	1.50			Badamri, Lord of Leaves	R	7.00	6.00	3,80			Mogg Squad		1.00	0.75	9.35		Steal Enchantment					1 0.13
Thunderbolt	C	0.50	0.20	0.05			Elven Warhounds	R	5.00	3.20	2.00		0.80	Mongrel Pack	R	5.80	3.99	2.00	1 0.01	Straging Licid	U	1.00	88.0	0.35 1	
Thundermare	R	10.00	7.25	5.00	2	0.75	Elvish Fury	C	0.58	0.25	0.05	0		Muscle Sliver	C	0.50	0.25		0 6.12	Storm Front	U	1.00	0.75	0.50 1	1 0.25
Timid Drake	U	1.00	0.80	0.25	۵	0.13	Emerald Medallion	R	6.00	4.37	3.08	2 1	0.63	Nature's Revolt	R	6.00	4.88	3.00	1 8.13	Sudden Impact	U	2.08	1.00	0.50	1
Tolarian Entrancer	R	5.00	3.00	2.00	1	0.50	Emmessi Tome	R	-5.00	3.45	2.00	2 1	0.55	Needle Storm	U	1.00	0.75	0,50	1 0.24	Tahngarth's Rage	U	1.00	0.75	035	1 0.13
Tolarian Serpent	R	5.00	3.00	2,00	1		Energizer	R	5.00	3.00	2.08	1 1	0.20	No Quarter	R	4.00	3.00	2.00	1 0.10	Talon Sliver	C	0.50	0.25	0.05	0
Touchstone	Ш	1.00	0.85	0.25	0	0.15	Enraging Licid	U	1.00	0.75	0.50	1		Nucturing Licid	U	1,00	0.75	0.35	1 0.15	Telethopter	U	1.80	0.75	0.35	1 0.13
Tranquil Grove	R	6.00	4.75	2.00		0.25	Ertai's Meddling	B	5.00	4.00	2.00	1		Opportunist	U	1.00	0.75	0.35	1 0.13	Thalakos Dreamsower	U	1.00	0.75	0.35	1 0.04
	R		3.00	1.50		0.20	Escaped Shapeshifter	R	5.00	4.00	2.00	1		Oracle en-Vec	R	4.50	3.00	2.00	1 0.49	Thalakos Lowlands	U	1.00	1.00	0.50	1
Urborg Justice		5.00				1.00						4							1	Thumhscrews	R	5.00	3.70	2.00	1 0.30
Urborg Stalker	Я	5.00	3.00	2.00		1.00	Essence Bottle	U	1.00	1.00	0.50	1		Orim's Prayer	U	2.00	1.00	0.50							
Veteran Explorer	U	1.00	0.80	0.25	0	0.20	Excavator	U	1.00	0.65	0.35	1		Orim, Samite Healer	R	5.08	3.45		2 0.34	Time Warp	R	20,00	14.13	010,0,	4 0.38
Vodalian Illusionist	U	1.00	1.00	0.25	0	10.8	Extinction	R	5.00	4.00	2.00	1		Overnan	U	3.00	2.00	0.80	1	Tooth and Claw	R	4.30	3.00	2.00	1
Volunteer Reserves	ប	1.90	0.80	0.25	D	8.13	Fevered Convulsions	R	5.00	3.70	2.00	1 1	0.30	Pallimud	8	5.00	3.00	2.08	1 0.40	Torture Chamber	R	5.00	3.00	2.00	2 0.40
Wave of Terror	R	5.00	3.00	2.00	1		Field of Souls	R	8.00	4.13	3.00	1 1	0.88	Patchwork Gnomes	U	1.00	0.75	0.35	1	Tradewind Rider	R	16.00	10.00	5.00	5
Well of Knowledge	B	6.00	4.00	2.00			Fighting Orake	Ð	1.00	0.75	0.35		0.04	Pearl Medallion	B	6.00	4.37	3.00	2 8.63	Trumpeting Armodon	U	1.00	0.75	0.50	1 0.04
Winding Canyons	R	6.00	4,13	2.00		0.25	Firefly	U	1.00	0.75	0.50		0.24	Pegasus Reluge	B	5.00	4.00	3.00	1	Unstable Shapeshifter	A	5.50	4.00	2.50	1
	n b							-							B	2.00	1.00		1 0.50	Vec Townships	U	1.00	1.00	0.50	1
Xanthic Statue	R	6.00	3.99	2.89	1	0.01	Flailing Drake	U	1,00	0.75	0.35		0.13	Perish Rhymnian Primeira	-				0.00	:	-				4
-	-	ηP		-		-	Flickering Ward	U	2.08	1.00	0.50	1		Phyrexian Grimoire	R	5.00	3.00	2.00		Verdant Force	Ħ	8,00	6.00		
							Flowstone Salamander	U	1.00	0.99	0.50		10.0	Phyrexian Hułk	U	1.00	1.00	0.50	1 0.01	Verdigris	U	1.00	0.77	onadi	1 0.13
Complete Set		\$288	\$250	\$135	3		Flowstone Sculpture	R	6.00	3.20	2.00	1 1	0.80	Phyrexian Splicer	ប	1.00	0.99	0.50	1 0.01	Vhati <i>il</i> -Dal	A	5.60	4.00	2.00	1
Booster Display		100	90	79	4		Rowstone Wyvern	R	4.20	3.00	2.00	1 1	0.20	Pine Barrens	R	6.00	4.50	3.00	3 0.50	Warmth	U	2.00	1.00	0.50	1
Booster Pack		3.00	2.95	2.55	3		Fool's Tome	R	5.00	3.00	2.00	1 +	0.40	Precognition	R	5.00	4.00	2.00	1	Wasteland	U	3.80	2.00	0,75	3
Starter Display		100	89	75			Fugitive Druid	R	4.00	3.00	2.00	1 +	0.40	Propaganda	U	2.00	2.00	0.75	1	Watchdog	U	2.00	1.00	0.40	1
Starter Deck		9.00	8.95	8.00			Furnace of Rath	R	7.00	6.00		2		Puppet Strings	U	2.00	1.00	0.50	1	Whim of Velrath	R	6.00	4.00	2.00	1
						0.02		ľ			0.35		0.25		U	1.80	0.70		1 0.07	Whispers of the Muse	U	2.00	1.00	0.50	1 0.38
Typical Common		8.25	0.13	0.10	0	8.03	Fylamarid		1.00	0.75				Quickening Licid						1					1 0.25
					Υ.		Gallantry	U	1.00	0.87	0.50	1 !	0.13	Rain of Tears	U	2.00	1.29	0.50	1 0.21	Wild Wurm	U	1.00	0.75	0.50	
Abandon Hope	U	\$2.00	\$1.00	\$0.50	1	0.01	Gerrard's Battle Cry	R	6.00	4.00	2.00	1		Ranger <i>en</i> -Vec	U	1.00	1.00	0.50	1	Wind Dancer	IJ	1.00	0.78	0.35	1 0.13
Altar of Dementia	R	6.00	5.00	2,50	2		Ghost Town	U	3.90	1.00	0.50	1		Rathi Dragon	8	12.00	10.00	5.00	4	Winds of Rath	R	7.00	5.05	3.50	2 0.70
Aluren	R	7.00	5.30	3.00	2	0.70	Goblin Bombardment	U	2.90	1.00	0.50	1		Branmate	U	1.49	0.88	0.50	1 0.13	Winged Sliver	C	0.75	0.25	0.05	0
Ancient Runes	U	1.00	0.75	0.50	1	0.25	Grindstone	R	7.00	5.99	3.00	3	0.01	Reap	U	1.00	0.88	0,35	1 0.13	Winter's Grasp	U	2.00	1.00	0.50	1
Ancient Tomb	1	1.00	1.00	0.50			Hand to Hand	R	5.00	3.00	2.80	1		Reckless Spite	U	1.00	0.75	0.35	1	Wood Sage	B	4.00	3.00	2.00	1
						0.02		R			2.00		0.24	Recycle	R	6.00	5.10		2 0.85	Worthy Cause	U	1,00	0.90	0.50	1 0.11
Angelic Protector	U	1.00	0.75	0.35		0.25	Hanna's Custody		5.00	3.45			0.34							monuty pause	U	1.QU	0.00	0.00	1 0.11
Apes of Rath	U	1.08	1.00	0,50			Harrow	U	2.00	1.00	0.50	1		Reflecting Pool	R	15.00	10.00	5.95	-		d 133	TARS	-	(m) (m)	THE MERIC
Apacalypse	R	6.08	5.00	3.00	1 2		Havoc	U	2.00	0.75	0.58	1	0.25	Renegade Warlord	0	1.00	0.75	0.50	1 0.25	BURGERSBERGERSCOrr. SHE BURG AND	A sea	allt a Ythe Librar	say 200 years and	Canar Ind Viscon and	Concern de proprio to pro-
Armar Silver	IJ	2.00	0.88	0.35	i 1	0.13	Heart Sliver	C	0.50	0.25	0,05	0		Repentance	U	1.00	1.00	0.50	1	Complete Set		\$185	\$150	\$95	3
Auratog	R	5.00	3.00	2.90	1		Heartwood Giant	R	5.00	3.00	2.08	1	0.20	Rolling Thunder	C	0.50	0.25	0.05	0	Booster Display		100	90	75	3
Avenging Angel	R	6.20	5.00	3.00	2	0.50	Heartwood Treefolk	U	1.00	0.87	0.50	1	0.13	Root Maze	R	5.00	3.20	2.90	1 0.79	Booster Pack		3 00	2.99	2.55	1
Barbed Sliver	. U	2.00	1.00	0.35			Helm of Possession	R	8.00	6.00		3		Rootbreaker Wurm	С	0.50	0.25	0.65	0	Typical Common		0.25	0.10	0.10	0
	A	4.00				0.40	Horned Shver	U	2.00	1.00	0.50	1		Rootwater Depths	Ű	2.00	1.00	0.50	1						
Bellowing Field	n B		3.00	2.00				R				3			U	1.00	0.88		1 0.13	Acidic Sliver	U	\$2.00	\$1.00	\$0.75	1
Benthic Behemoth		5.80	3.49	2,00		0.51	Humility		8.00	6.00	3.00			Rootwater Diver						-					1
Boil	IJ	1.50	1.00	0.50	1		Imps' Taunt	U	1.00	0.88	0.35	1	0.13	Rootwater Matriarch	R	5.00	3.99		1 8.01	Amok	R	4,00	3.00	2.90	1
Booby Trap	R	8.00	5.99	3.00	1	0.91	Insight	U	1.00	0.75	0.35	1	0.05	Rootwater Shaman	R	4.20	3.00	2.00	1 0.70	Awakening	R	7.00	4.38	2.50	
Bottle Gnomes	U	3,00	2.00	1.00	2		Interdict	U	3.00	1.00	0.50	1		Ruby Medallion	R	7.00	5.00	3.90	2	Bottomless Pit	U	2.80	1.00	0.50	1
Bounty Hunter	R	6.00	5.00	3.00	1		Intuition	R	6.50	5.00	2.50	3		Sacred Guide	8	4.00	3.00	1.80	1	Brush With Death	C	0.35	0.10	0.10	0
Caldera Lake	R	6.00	4.75		2	0.25	Invelnerability	U	1.00	0.87	0.50		0.13	Safeguard	R	5.00	3.00		1 0.40	Bullwhip	U	1.00	0.77	0.50	1
Canyon Drake	B	4.00	3.00	2.00		U.L.V	Jackal Pup	U	2.00	1.00	0.50		8.13	Salt Flats	R	5.00	4.50		2 0.50	Burgeoning	R	5.00	4.00		1
	n C	4.00	0.25	0.05				R	6.00		3.00			Sapphire Medallion	R	7.00	6.00	3.50		Calming Licid	I	1.00	0.50		1 0.2
Capsize							Jet Medallion			5.00											0	5.00			
Carrionette	R	5,00	4.00	2.00			Jinxed Idol	R	6.00	4.00	2.00			Sarcomancy	R	6.00	5.00	3.00		Cardassid	n		3.50		
Chaotic Goe	R	4.00	3.00	2.00			Kezzerdrix	R	5.00	3.00	2.08		0.40	Scabland	R	6.08	5.00	3.88		Constant Mists	U	1.00	1.00	0.49	
Charging Rhino	U	1.00	1.00	0.50	t 1		Kindle	C	0.50	0.25	0.05	0		Scalding Tongs	R	6.00	5.00	3.08	3	Contemplation	U	1.09	0.75	0100	1
Chill	IJ	2.00	1.00	0.50	2		Knight of Dawn	U	2.00	1.50	0.50	1		Scorched Earth	R	6.00	4.00	2.00	1	Contempt	C	0.35	0.10	0.10	0
Choke	U	2.00	1.00	0.50			Knight of Dusk	U	2.00	1.00	0.50	1		Scragnoth	U	3.00	1.50	0.56	1 0.50	Convulsing Licid	U	1.80	0.50	0.35	1 0.2
Cinder Marsh	U	1.00	1.00	0.35			Krakilia	U	2.00	1.00	0.50	1		Screeching Harpy	U	1.00	0.75	0.50		Corrupting Licid	U	1.80	0.75	0.35	1 8.0
Clot Sliver	C	0.50	0.25	0.05			Leeching Licid	U	1.00	0.75	0.35	1	0.15	Scroll Rack	R	9.00	6.00	3.00		Crevax The Cursed	R	6.00	4.00		
	-											1	0.10				1.00	0.50		Crystalline Sliver	H	2.50	1.50	1.00	
Cottin Queen	R	7,00	5.00	3.80			Legacy's Allure	U	2.00	1.00	0.50		0.12	Searing Touch	U	1.00					0				
Cold Storage	R	4.08	3.00	2.00		0.30	Legèrdemain	U	1.00	0.87	0.50		0.13	Segmented Wurm	U	1.00	0.99	0.50		Dauth Trapper	U	1.00	0.75	0.00	
Commander Greven //-Vec	R	10.00	7.00	4.00	2		Light of Day	U	2.00	1.00	0.50			Selenia, Dark Angel	R	7.00	5.00	3.00		Dream Halls	R	7.00	5.00	2.50	
Corpse Dance	R	6.00	5.00	3.00	3		Lightning Blast	C	0.50	0.25	0.05	0	0.02	Secene Offering	U	1.00	0.75	8.40	1 0.04	Elven Rite	U	1.00	0.75	0.49	
Counterspell	C	5.00	0.34	0.05	0	0.16	Living Beath	R	10.00	7.00	4.75	5		Shadowstorm	U	1.00	0.75	0.50	1 8.04	Endangere& Armodon	C	0.35	0.10	0.10	0
Crazed Armodon	A	5.00	3.00	2.00	4	0.25	Lobotomy	U	3.00	2.00	1.80	2		Shocker	R	8.00	5.00	3.00	1 0.30	Ensnaring Bridge	R	8.00	6.00	3.50	4
Cursed Scroll	R	23.00	15.00	8.00			Lotus Petal	C	1.00	0.62	0.05		0.13	Sky Spirit	U	2.00	1.00		1	Evacuation	R	6.00	4.00		
	n U							R	4.08		2.00				U	1.00	0.88		1 0.13	Fanning the Flames	I	2,00	1.00	0.50	1
Dauthi Embrace		2.00	1.00	0.50		0.01	Maddening Imp			3.00			0,13	Skyshroud Condor						:	U			0.50	1
Dauthi Ghoul	U	1,00	0.99	0.50		0.01	Magmasaur	R	5.00	4.00	2.00			Skyshroud Elf	C	0.50	0.25	0.05		Flame Wave	~	2.00	1.00		1
Dauthi Mercenary	U	1.08	0.99	0.50		0.01	Magnetic Web	R	4.08	3.00		1		Skyshroud Forest	R	6.00	5.00		3	Fling	G	0.50	0.25	0.10	
Dauthi Mindripper	U	1.50	1.00	0.50	1		Mana Severance	R	5.00	4.00	2.58	1		Skyshroud Vampire	U	1.58	1.00	0.50	1	Flowstone Hellion	IJ	1.00	0.88		1 0.1
Deadshot	R	4,00	3.00	1.50	1		Marble Titan	R	5,00	3.00	2.00	1	0.40	Seltarı Crusader	U	1.00	0.87	0.50	1 8.13	Flowstone Mauler	R	4.00	3.00	2.00	1
Death Pits of Rath	R	8.00	4.00	2.00		0.75	Mawcor	R	5.80	3.40	2.00	1	0.35	Soltari Emissary	R	5.00	4.00	2.00	2	Gliding Licid	U	1.00	0.75	0.35	1 0.8
Diabolic Edict	C	0.50	0.25	0.05	A		Maze of Shadows	U	1.29	1.00	0.50	1		Soltari Guerrillas	B	5.00	4.00		2	Grave Pact	R	6.00	5.00	3.00	
-means curet			5.00		2	0.50	Meditate	R	9.80	8.00	4.50			Soltan Monk	U	2.00	1.15		1 0.36	Heartstone	U	1.25	1.00	0.50	
Dirtcowl Wurm	8	7,50																							

Hem		High	Mea	Low	TR	ŧ/	llem		High	Med	Low T	R.	+/	llent	0	High	Med	Low	R_	1/	i item		High 1	Med	Low T
		24 2445									54 m 24 7.0												117. 18		San and
Heat of Battle	U	1.25	0.75	0,49			Revenant	R	6.00	4.25		2	0.25	Wall of Blossoms	U	3.00	1.88	NOW	3	0.13	Fighting Chance	R	4.00	3.00	1.58
Hermit Bruid	R	6,00	4.00	de co	3 3		Rolling Stones	R	6.00	4.00	2.50	1		Wall of Essence	U	1.50	1.00	0.50	1		Flowstone Floed	U	1.00	1.00	0.50
Hesitation	U	2.00	0.75	0.51		0.13	Ruination	R	6,00	4.37	2.00	1	0.63	Wall of Razors	U	1.00	0.75	6.50	1	0.13	Forbid	U	2.00	1.00	0.50
Hibernation Stiver	U	2.00	1.00	0.51			Sacred Ground	R	6.00	4.00	S. Same	2		Wall of Souls	U	1.50	1.00	8.50	1		Fugue	U	1.58	1.00	0,50
Hidden Retreat	R	5.00	3.00	200	T.		Scapegoat	U	1,00	0.50	0.25	1	0.13	Wall of Tears	U	1.00	1.00	8.50	1		Hatred	R	9.90	7.00	4,08
Norn of Greed	R	5.00	4.00	3.01	o		Shaman <i>en</i> -Kor	R	5.00	4.00	2,50			Warrior Angel	R	7.00	5.05	2. moles	2	0.93	High Ground	U	1.00	1.00	6.58
Hornet Cannon	U	1.50	0.88	0.49	6	0,13	Shard Phoenix	R	8.00	6.00	4.00			Warrior <i>en</i> -Kor	U	2.08	1.00	0.50	1		Keeper of the Beasts	U	1.25	1.00	0.35
Intruder Alarm	R	8.00	4.00	2.06			Shifting Wall	U	1,25	1.00	8.50			Youthful Knight	C	0.35	0.14	0.10	0	0.11	Keeper of the Dead	IJ	1.夜	1.00	0.35
Invasion Plans	R	4,99	3.00	2.8	52 ·		Shock	C	0.50	0.49	0.10		0.01		ΕX					_	Keeper of the Flame	U	1.00	1.00	0.50
Jinxed Ring	R	3,40	3.00	2.00	3		Silver Wyvern	R	7.00	5.00	3.00	-			EA	Concerned the		LATTON STOP			Keeper of the Light	U	1.00	1.00	0.59
Lab Rats	C	0.35	0.10	S. Sere	0 0		Skeleton Scavengers	R	4.00	3.00	2.00			Complete Set		8件	\$140	585	4		Keeper of the Mind	U	1.00	1.00	0.35
Lancers <i>en</i> -Kor	U	1,00	0.75	0.4			Sliver Queen	R	12.90	10.00	8.50			Booster Display		108	90	施	4		Killer Whale	U	2.00	1.00	0,58
Lowland Basilisk	C	0,35	0.10		9 0		Soltari Champion	R	8.60	~4.00	2.50			Booster Pack		3,00	2.99	1.000	3		Limited Resources	R	700	5.00	3.00
Mana Leak	C	0.50	0.25		0		Spike Breeder	R	5.00	3.00	2.00			Typical Common		02	0.10	单例	0		Mana Breach	U	1.25	1.00	0.50
Mask of the Mimlo	U	1.25	0.75	. 9,3		0.04	Spike Colony	C	0.35	0.14	0.10	~	0.04								Manabond	R	R.A	3.25	2.00
Megrim	Ų	2.00	1,50	0,5(1.1		Spike Feeder	U	3.00	1.50	9,35	2		Carnophage	C	机20	\$0.25	80.85	0		Medicine Bag	U	1.00	1.00	0,35
Mind Games	C	9.35	0.10	0,11	8 0		Spike Soldier	U	2.00	1.00	8.35	1	0,01	Cartographer	U	1.00	1.00	1635	1		Memory Crystal	R	7.00	4.98	3.00
Mind Peel	U	2.00	0.80	0.51	匪 1	0.20	Spindrift Ørake	C	8.35	0.10	0.16	0		Gataclysm	R	12.00	9.00	多種	5	0.48	Mind Maggots	U	1.50	1.00	0.50
Mindwarper	R	4.90	3.00	2.01	8 2	6.40	Spined Sliver	U	2.00	1.00	0.50	1		City of Traitors	R	510	4.00	2.98	2		Mind Over Matter	R	8.00	5.00	2,50
Mob Justice	G	0,50	0.19	0.11	0 0	0.06	Spitting Hydra	R	5.90	3.75	2.60	2	0.25	Coat of Arms	R	8.00	6.73	400	3		Mindless Automaton	R	5.00	400	2.00
Mogg Bombers	C	8,50	0.14	0,11	0 Ø	0.04	Stronghold Assassian	R	8.60	4.95	2.50	3	0.04	Convalescence	R	a de	4.00	2.00	1		Mirazel	υ	1.00	1.00	0.50
Mogg Flunkles	C	0.50	0.14	e AH	0.0	0.04	Stranghold Taskmaster	U	1.80	0.75	0.49	1		Crashing Boars	U	198	1.00	A.SC	1		Mirri, Cat Warrior	R	7.20	5.00	3.00
Mogg Infestation	R	5.00	4.00	3,61	1	0.90	Sword of the Chosen	R	3.50	3.00	1.80	0		Curiosity	U	1.30	1.00	0.50	1		Mogg Assassin	U	1.90	1.00	0.50
Mogg Maniac	U	2.00	1.00	8,51	1	8.50	Temper	U	1.75	1.00	8.50	1		Dauthi Cutthroat	U	200	1.00	Ø.50	1		Monstrous Hound	R	4.10	3.00	2.08
Mortuary	R	5.00	3.25	2.8	1	0.76	Tempting Licid	U	1,00	0.75	9.35	1		Dauthi Warlord	U	200	1.00	0.58	1		Necrologia	U	2.00	1.00	8.56
Mox Diamond	R	25.00	18.00	12.91	8 5		Thalakos Deceiver	R	5.00	3.00	2.00	2		Dominating Licid	R	9.80	5.00	3.99	4		Null Braoch	R	8.00	6.00	4,00
Mulch	C	0.35	0.10	0.11	8 8		Verdant Touch	R	5.90	4.00	2.60	1		Elven Palisade	U	1300	0.93	8.35	1	0.08	Dath of Bruids	R	12,00	8.00	3,40
Portcullis	R	6.00	4.00	3.8	3	0.13	Victual Sliver	U	2.00	1.00	0.50	1		Entropic Specter	R	9.58	3.00	2.00	1	0.48	Dath of Ghouls	R	6,90	4.00	2,50
Primal Rage	U	1,50	1.00	0,50	1		Volrath's Gardens	R	5.80	3.00	2,00	1	0.50	Ephemeron	R	5.98	4.00	2.86	2		Oath of Lieges	R	5.00	4.00	3,08
Pursuit of Knowledge	R	9.00	6,80	4.8	2	0.10	Volrath's Laboratory	R	5.80	4.00	2.00	1		Equilibrium	R	7.80	5.25	3.0	2	8.43	Oath of Mages	R	5.00	3.00	198
Ransack	U	1.00	0.63	0.44	9 1	0.13	Volrath's Shapeshifter	R	5,20	4.00	3.00	1		Erratic Portal	R	8.80	5.00	3.88	2		Oath of Scholars	R	5.60	4.00	3.86
Rebound	Ш	1.50	1.00	0.4	0- 1		Volrath's Stronohold	8	10.00	6.00	4.00	3	0.50	Ertai, Wizard Adept	R	10.00	8.00	5.00	3		Oore Shaman	R	5:00	4.00	2.86

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llem		High	Med -	Low	TR	+/.	Item		High	Med	Low	TB: +/	item		Higt)	Med	Low TI	* +/	llem	High I	Med	Low T	R +/	
Pandemonium	B	8.86	6.00	3.95	3		Child of Gaea	R	8.00	5.00	5.00	3	Metrognome	ß	5.00	4.00	2.00	,	Thran Turbine U	1.50	1.00	0.50	1	COLORADORNA
Paroxysm	U	1.00	1.00	0.39	S.		Chimeric Staff	R	7.00	4.49	3.00	2 0.46	Midsummer Revel	R	6.00	4.00	3.00		Thundering Giant U	1 1.50	1.00	0.50	1	000000
Peace of Mind	U	1.29	1.00	0.50			Citanul Centaurs	R	6.50	5.00	3.08	4	Mishra's Helix	R	8.00	5.00	3.00	ļ	Time Spiral R	20.00	14.00	7.00	5 0.75	19296261
Pegasus Stampede	U	1.25	1.00	0.50	2		Citanul Flute	R	6.00	4.00	3.00	2	Mobile Fort	IJ	1.50	1.00	0.50		Titania's Boon U	1.50	1.00	0.50	1	201022
Penance	U	1,00	1.00	0.50	1		Citanul Hierophants	R	5.50	4.00	2.80	2	Monk Idealist	U	1.50	1.00	0.50		Titania's Chosen U	1.50	1.00	0.50	1	COLORED BY
Prt Spawn	R	7.80	5.00	3,00	1	0.50	Claws of Gix	U	2.00	1.00	0.50	2	Morphling	R	7.00	5.00	3.60	1	Tolarian Academy R	12.00	7.00	3.00	5 1.00	SELECTION OF COMPANY
Plaguebearer	R	8.00	4.00	2,00	1		Clear	IJ	1.25	1.00	0.50	1	No Rest for the Wicke	d U	1.25	1.00	0.50		Tarch Sang U	1.50	1.00	0.50	1	CONTRACT.
Price of Progress	U	208	1.00	0.35	1		Confiscate	U	1.50	1.00	0.50	1	Noetic Scales	R	5.50	4.00	2.49	2	Treefolk Seedlings U	1.50	1.00	0.35	1	00005
Ravenous Babeons	R	5.00	4.00	2.00	ŝ.		Contamination	R	6.00	4.00	2.50	2 0.25	Okk	R	5.00	4.00	2.09		Turnabout U	2.00	1.90	0.58	1	0.09032
Reconnaissance	U	1.25	1.00	0.50	8		Copper Gnomes	R	5,00	3.00	2.00	2 0.99	Opal Acrolith	U	1.50	1.00	0.50		Umbilicus A	5.50	4.00		2 0.25	24202025
Recurring Nightmare	R	10.00	6.00	3.00	8	0.26	Cradle Guard	U	1.50	1.00	0.50	1	Opal Archangel	R	6.75	5.00	3.00		Urza's Armor U	1.50	1.00	0.50	1	000000
Resuscitate	U	1.M	1.00	0.50	8		Grater Hellion	R	8.00	6.00	3.00	3	Opal Titan	R	6.08	4.00	3.00		Vampiric Embrace U	2.90	1.00	0.50	1	Standor
Sabertooth Wyvern	U	1.00	1.00	0.35	8		Crazed Skirge	U	1.25	1.00	0.35	1	Oppression	R	6.00	4.00	2.00		Vebulid R	4.75	3.00		2	oloic/and
Scalding Salamander	U	1.58	1.00	0,50	8		Crosswinds	U	1.25	1.00	0.35	1	Order of Yawgmoth	U	2.00	1.00	0.50		Veiled Apparition	1 25	1.00 4.90	0.50 2.06	3	00000
Scrivener Selamin Assessio	U B	1.88	1.00	9.35	2		Crystal Chimes	UR	1,50	1.00 4.00	0.50	2	Outmaneuver Parasitic Bond	U	1.50 1.50	1.00 1.0D	0.50 0.50		Veiled Crocodile R Veiled Sentry U	1.50	4.90	0.50	1	-
Seismic Assault Skyshaßer	к Ц	6.00 1.00	5.00 1.00	3.00 8.35	2		Dark Hatchling Darkest Hour	R	8.00 5.00	4.00	2.00	3	Pariah	B	6.50	4.00	3.00		Vernal Bloom R	5.00	4.00		2	10000
Skyshroud Elite	U	1.25	1.00	0.50	ē.		Defensive Formation		1.29	1.00	0.50	1	Pereprine Drake	U	1.50	1.00	0.50		Viashino Sandswimmer R	5.50	3.00		2 0.99	
Skyshroud War Beast	R	5.00	4.00	2.00	8		Destructive Urge	U	1.50	1.00	0.50	1	Persecute	R	8.00	5.00	3.00		Victimize U	2.00	1.00	0.50	1	and the second se
Slaughter	U	1.75	1.00	0.50	2		Diabolic Servitude	U	1.50	1.00	0.50	1	Phyrexian Colossus	R	6.75	4.00	2.00		Vile Requiem U	1.50	1.00		1	And a statement
Song of Serenity	U	1.80	1.00	0.50	S		Discordant Diroe	R	5.50	4.00	2.00	2	Phyrexian Processor	R	8.00	6.00	3.00	4	Voice of Grace U	1.50	1.DO	0.50	1	
Sonic Burst	C	0.50	0.25	0.05	8		Disorder	U	1.50	1.00	0.50	1	Phyrexian Tower	R	6.75	4.00	3.00	2	Veice of Law U	1.50	1.00	0.50	1	
Soul Warden	C	0,30	0.20	8,05	0	0.03	Douse	U	2.00	1.00	0.50	1	Pit Trap	U	1.50	1.00	0.50	1	Voltaic Key U	1.95	1.00	0.50	1	
Spelibook	U	1.00	1.00	8,35	1		Dragon Blood	IJ	1.50	1.00	0.50	1	Planar Birth	R	5.95	4.00	2.00	2	Vug Lizard U	1.50	1.00	0,50	1	
Spellshock	U	1.00	1.00	8.50	1		Drifting Djinn	R	8,00	5.00	3.00	4	Planar Void	U	2.00	1.00	0.35	2	Wall of Junk U	1.50	1.00	0.50	1	and show the
Sphere of Resistance	A	5.00	4.00	2.50	1		Eastern Paladın	R	5.58	4.00	3.00	2	Presence of the Mast	er U	2.08	1.00	0.50	1	War Dance U	1.49	1.00	0.50	1	and a second sec
lipike Cannibal	U	1.50	1.00	0.50	1		Electryte	R	5.00	4.00	2.00	2	Priest of Gix	U	2.00	1.00	0.50	2	Waylay U	1.50	1.00	0.58	1	a subscription of
Spike Hatcher	R	5.80	3.40	2,00	2	0.30	Elite Archers	R	5.00	3.99	3.90	2 0.01	Purging Scythe	R	5.00	4.00	2.00		Western Paladin R	5.58	4.00		2	- and a state
Spike Rogue	U	1.25	1.00	0.50	24		Enchantment Alteration	U	1.25	1.00	0.50	1	Rain of Filth	U	1.25	1.00	0.50		Whetstone R	6.99	4.00		2	Concession of
Spike Weaver	R	8.89	5.00	3.00	8		Endless Wurm	R	8.00	5.50	3.00	3 0.50	Rain of Salt	U	1.50	1.00	0.50		Whiriwind R	5.00	4.00		2	a station
Survival of the Fittest	R	3.00	6.00	3,50	5		Endoskeleton	IJ	1.25	1.00	0.50	1	Recantation	R	5.00	4.00	2.00		Wildfire R	8.00	4.90		2 0.49	Contraction of the
Thalakes Drifters	R	4.50	3.00	2.00	97.	0.70	Energy Field	R	6.00	5.00	3.00	3	Reclusive Wight	U	1.25	1.00	0.50		Windfall U	2.00	1.00 0.98	0.25 0.35	1 0.03	Coloring and
Thopter Squadron	R	4.50	3.00	2,00	2		Exhaustion	U	1.50	1.00	0.50	2 0.25	Redeem	U	1.50	1.00 4.00	0.50 3.00		Wirecat U Witch Engine R	1.50 5.00	4.00		2	10000
Transmogrifying Licid	U	1.00	1.00	0.35	2		Exploration Faith Hapter	R	6.75	4.49	3.00	2 0.25 2 0.97	Remembrance	R	6.00	4.00	3.00		Worn Powerstone 8	1.50	1.00	0.50	1	and the second
Treasure Hunter	U U	1.90	1.00	0.35 0.50	8		Faith Healer	R	5.00 6.00	3.00 5.00	2.00 3.00	3	Reprocess Retaliation	U	1.58	4.00	0.50		Worship R	8.00	6.00		4	and and and and and and and and and and
Treasure Trove Volrath's Dungeon	R	1.50 5.00	4.00	2.00	2		Fault Line Fecundity	R U	1.25	1.00	0.50		Rewind	G	0.50	0.20	0.05		Yawgmoth's Edict U	1.50	1.00	0.50	1	C Protection
Wall of Nets	B	5.00	4.00	2.00			Fire Ants	LF	1.50	1.00	0.50		RoP:Artifacts	U	2.00	1.00	0.50		Yawgmoth's Will R	7.00	5.00		3 0.37	CI DOWS
Workhorse	R	4.50	3.00	2.00	S.		Flesh Reaver	IJ	1.50	1.00	0.50		RoP:Lands	B	4.75	3.00	3.00		Zephid R	6.00	4.00		3 0.25	outer the
Zealots <i>en-</i> Dal	U	1.50	1.00	0.50	2		Fluctuator	R	6.00	4.00	2.49		RoP:Red	C	2.00	0.15	0.05		Zephid's Embrace U		1.00	0.50	1	and the second
		anderen a		284338749	86 ·		Fog Bank	U	1.50	1.00	8.50	1	Rumbling Crescendo	R	5.95	4.00	2.00	0		9		. 9.		and a statement
URZ	4	FF-		al.	E.	5	Gaea's Cradle	R	12.00	6.85	4.00	4 0.10	Sanctum Guardian	U	1.25	0.98	0.35	1 0.03	PRON				1	and the second
Complete Set		\$325	\$250	\$145	i 3		Gaea's Embrace	IJ	2.00	1.00	8.50	1	Sandbar Serpent	U	1.25	1.00	0.35	1		AR	DE			and the second second
Booster Display		108	90	86	3		Gamble	R	6.00	4.38	2.50	2 0.38	Sanguine Guard	U	1.50	1.00	0.50	1	Arena September 1994	1				-une une
Booster Pack		3.00	2.99	2.59	2		Gilded Drake	R	6.00	4.00	3.00	3	Scald	U	1.50	1.00	0.50	1	Arena	\$9.00	\$5.00	+	2	
Starter Display		120	100	85	i 3		Glorious Anthem	R	9.00	6.00	3.00	3	Scoria Wurm	R	5.00	3.75	2.00		Sewers of Estark	7.00	5.00	2.50	1	
Starter Deck		10.00	9.99	8,95			Goblin Cadets	U	1,50	1.00	0.50		Seasoned Marshal	U	1.25	1.00	0.50	1 0.01						
Typical Common		0.25	0.15	8,05	1 0		Goblin Lackey	U	2.08	1.00	9,59		Serra Avatar	R	16.00	12.00	4.00		Shattered Chains Febr			17.00		
		40.00	A4.00	76.20			Goblin Offensive	U	1.58	1.00	9.50		Serra's Embrace	U	2.00	1.00	0.50		Giant Badger	\$8.00	\$5.00	\$3.75	1	
Absolute Grace	U U	\$2.00	\$1.00 1.00	\$8.50			Grafted Skullcap	ň	6.08	4.00 5.00	2,00		Serra's Hymn Berra's Litrum	UR	1.50 5.00	1.00 4.00	0.50		Final Sacrifice April 19	15				-
Absolute Law Abundance	B	2.00	5.00	0.50		0.25	Great Whale Greater Good	n	7.80	4.00	4.00 2.00		Serra's Liturgy Serra's Sanctum	B	7.50	5.00	3.00		Mana Crypt	\$25.00	\$18.00	\$10.00	3	
Abyssal Horror	R	5.50	4.00	2.00		0.20	Greener Pastures	R	5.00	4.00	2.00		Shimmering Barrier	U	1.50	0.98	0.35		mana or pr	V.0100	010.00	0101010	0	-
Academy Researchers	n 11	1.50	4.00	0.50			Guma	n U	1,50	1.00	0.50		Shiw's Embrace	U	2.00	1.00	0.50		DragonCon July 1994	Duelist	#3 Oct	ober 19	94 /	
Acidic Soil	U	1.50	1.00	0.50			Hawkeater Moth	U	1.25	1.00	0.58		Shivan Gorge	R	7.00	5.00	3.00		Duelist Companion (3					
Albina Troll	U	1.50	1.00	0.50			Herald of Serra	R	6.75	5.00	3.00		Shivan Hellkite	R	10.08	6.62	3.00		Nalathni Dragon	\$8.00	\$5.00			
Anacenda	U	1.25	1.00	0.50			Hibernation	U	1.50	1.00	0.35		Shivan Raptor	U	2.00	1.00	0.50	1						
Angelic Chorus	R	6.75	5.00	3.00	3		Hidden Ancients	U	1.50	1.00	0.50	1	Show and Tell	R	8.00	5.00	3.00	4	Whispering Woods Jan	uary 199	ō			
Antagonism	R	5.00	4.00	2.80	12		Hidden Guerrillas	U	1.50	1.00	0.50	1	Skirge Familiar	IJ	1.25	1.00	0.50	1	Windseeker Centaur	\$8.00	\$5.00	\$4.00	1	
Arcane Laboratory	U	2.00	1.00	0.50	2		Hidden Herd	R	5.00	3.00	2.00	2	Sleeper Agent	R	5.50	4.00	3.00	2						
Argothian Elder	U	1.25	1.00	0.50	11		Hidden Predators	R	5.80	3.00	2.00	2	Smokestack	R	6.00	5.00	3.00	4	Arena Alternative Art	Cards				
Argothian Eachantress	R	7.00	5.00	3.00	3		Hidden Stag	R	5.00	3.00	2.00		Sneak Attack	R	12.00	7.00	4.00		Counterspell	\$15.00	\$10.00		4	
Argothian Wurm	R	7.00	5.00	3.00			Hopping Automaton	U	1.25	1.00	0.50		Somnophore	R	6.00	4.00	2.56		Forest	5.00	4.00		3	
Attunement	R	5.08	4.00	2.49			Humble	U	2.00	1.00	6.50		Songstitcher	U	1.50	1.00		1 0.01	Island	5.00	4.00		3	
Back to Basics	R	6.00	4.00	2.00			III-Gotten Gains	R	6.00	5.00	3,00		Soul Sculptor	8	5.50	4.00	3.00		Mountain	5.00	4.00		3	-
Barrin's Codex	R	5.50	3.75	2.00		0.26	Imaginary Pet	R	5.50	3.50	2.00		Spined Fluke	U	2.60	1.00	0.50		Plains	5.00	4.00	2.00		-
Barrin, Master Wizard	R	7.50	5.00	3.00			Intrepid Hero	8	5.00	4.00	2.00		Sporogenesis	R	5.00	3.50	2.00		Swamp	5,00	4.00	2.80		-
Bedlam	R	5.00	4.00		1		Jagged Lightning	U	1.50	1.00	0.50		Spreading Algae	U	1.50	1.00	0,35		Fireball	20.00	12.00	1100	4 0.50	-
Bereavement	U	1.25	1.00	0.50			Karn, Silver Golem	R	6.75	5.00	3.80		Steam Blast	U	2.80	1.00	0.58		Incinerate Discombant	15.00	11,50		4 0.50	and a
Blanchwood Armor	U	1.50	1.00	0,50		0.04	Lifeline Liektoine Dennen	K	9.08	6.00	3,00		Stern Proctor	U	1.50	1.00	0.50		Disenchant	35.00	20.00	2,00	U	
Blasted Landscape Broad	U	1.50	1.00	8.50		0.01	Lightning Dragon	RU	10.00	6.85	4.00		Stroke of Genus	R	16.00 5.00	10.75 3.98	6.50 2.00							
Brand Bull Hinne	к Ц	5.00	3.00	0.50	1 2		Lilting Refrain Lingering Mirane	U	1.25	1.00 1.00	0.50 0.50		Sulfuric Vapors Sunder	R	0.00 7.50	5.00	3.00		NEXT MONTH:	UHZA'S	EEGA	CY PR	UES	
Əull Hippə Bulwark	U	1,50 5.00	1.00 4.00		1 2		Lingering Mirage Lotus Blossom	þ	7.00	5.00	3.90		Tainted Æther	R	5.00	5.00 4.00	2,00		TAT	DET	Vici	-		
Carpet of Flowers	n U	1.50	4.00	2.00			Lutus biossom Lutking Evil	R	5.00	3.00 4.00	2.00		Telepathy	n U	1.50	4.00	0,50		Con ser		ALLAN A	一开		-
Catastrophe	R	10.00	6.50		3	0.50	Mana Leech	1	1.50	1.00	0.50		Temporal Aperture	R	6.75	4.50	3.00			SA.	S)			and a second sec
Cathodion	U	1.50	1.00	0.50		0100	Meltdown	U	1.50	1.00	0.50		Thran Quarry	R	12.00	8.00	3.00							
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STRANGE DAYS

BY PHIL FOGLIO



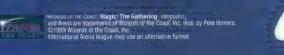
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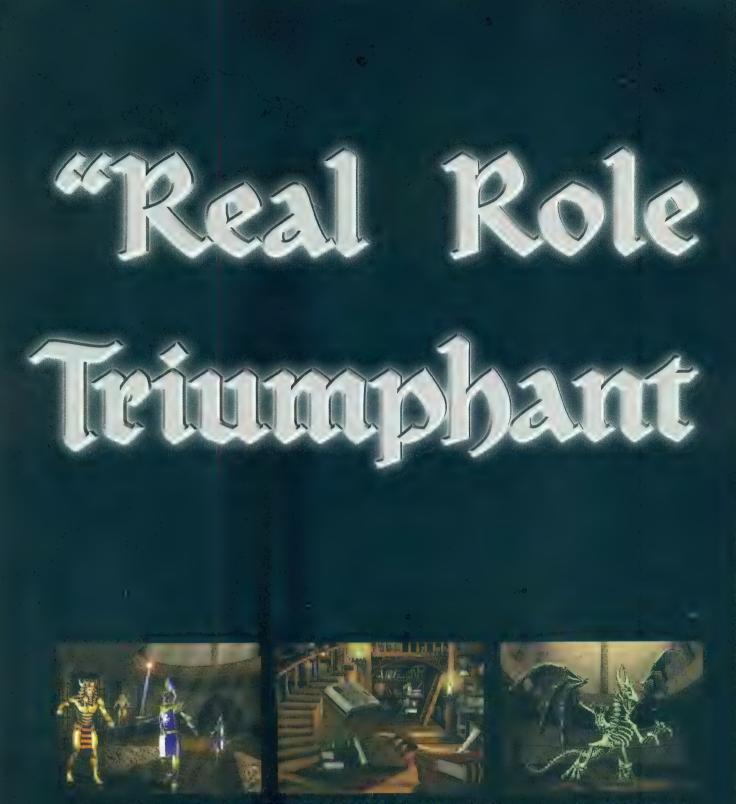
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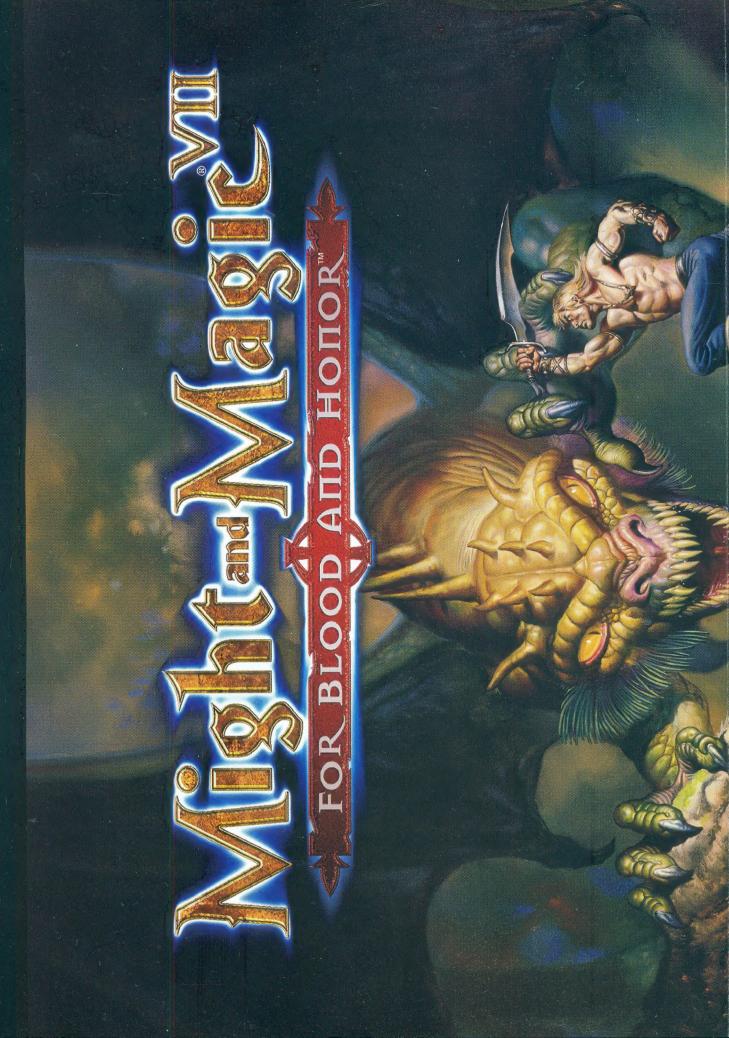


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